

Quest for Clues™

THE MANUAL OF SWORDS

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Shay Addams

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Quest for CluesTM

THE MANUAL OF SWORDSTM

Solutions by The QuestBusters Guild

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DEDICATION

To Jenny Sue

Best shot in the family!

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INTRODUCTION

From the dusky lands of Zona the story travelled across the known world, borne by caravans hauling gold and xiintheel to the bazaars of distant Krik (or was it *nearby* Krik?). They told of the fabled Manual of Swords, hidden for centuries in the mountains south of Krak (or was it Kruk?). Discovered by a passing monk, its quaint hieroglyphics, when translated into Krikish (Krakish? Krukish?), had revealed the Secrets of the Ages.

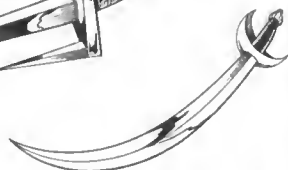
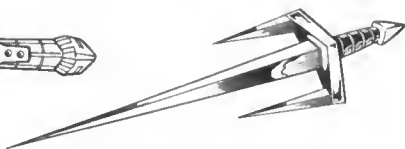
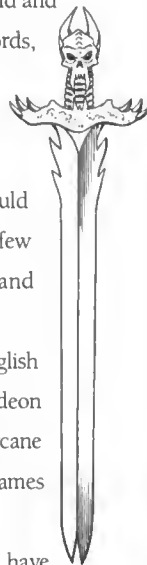
The storytellers never specified which Ages, however, or how the Manual of Swords' contents could be called secret once they had been translated and published by a local university. And since only a few scholars could read that long dead language (whichever one it was), only the rumormongers and legendlovers of the land paid heed, and soon the tome was little more than a legend once more.

Until now. For here it is, the Manual of Swords, published for the first time in our very own English language — the same language used for the Declaration of Independence, the Constitution and the Gideon Bible! And how convenient that the secrets illuminated by the Manual of Swords didn't turn out to be arcane magical formulae or obscure historical narratives, but the secrets of the adventure and role-playing games that have been driving you up the wall since late 1992!

And such a prophetic title it turned out to be. For even though magic spells and enchanted orbs have served us well through many a quest, a mage is only as good as the sword-swinging fighter in the front ranks of the party. Without the Blackrock Sword of *Ultima VII: Forge of Virtue*, for instance, you might never finish that quest. In *Might and Magic II*, the Acidic Sword, Speedy Sword, Magic Sword and the Ego Scimitar each played a vital part in delivering deadly blows to various monsters' vital parts. The Swordmaster in *The Secret of Monkey Island*, of course, was probably the biggest cut-up of all. Let's not overlook the blade that started it all, the Elvish Sword on the wall in *Zork One's* little white house. And can it be mere coincidence that so many adventure games have even been named for those deadly pieces of cold steel, such esoteric quests as *The Sword of Kadash*, *Swords of Twilight*, *The Sword of Sodan* and *King Arthur: The Quest for Excalibur*?

So in honor of all those noble swords and swordsmen whose derring do has derring done so much for the art of the quest, let us bow our heads, raise our swords and utter the Code of the Adventuring Swordsman. In Krikish.

(What? You don't know it? Send \$19.95 to QuestBusters, Dept. Code of the Adventuring Swordsman, P.O. Box 85143, Tucson AZ 85754. Please specify Krikish, Krakish, Krukish or English version.)



THE QUESTBUSTERS GUILD

Sword in one hand and spell book in the other, the gutsy members of the QuestBusters Guild sally forth daily to rescue adventurers around the globe from one predicament after another. Without their undaunted efforts, this book would have been impossible, and you would probably still be trying to solve the Snare of Death puzzle in *Bard's Tale I*. So take off your hats and bow your heads (but don't bump your nose on the desk) in gratitude to the stalwart members of the QuestBusters Guild, this world's best adventure gamers.

QUESTBUSTER OF THE YEAR: Paul Shaffer

Gobliiins, Spellcasting 301, King's Quest VI, The Lost Files of Sherlock Holmes

Fred J. Philipp

The Legend of Kyrandia, The Dark Half, Plan 9 from Outer Space

Clancy F. Shaffer

Treasures of the Savage Frontier, The Dagger of Amon Ra, The Summoning

Alfred C. Giovetti

The Lord of the Rings: The Two Towers, Dune

Bruce Smith

Leather Goddesses 2

Charles Don Hall

Might and Magic: The Clouds of Xeen

Fred J. Philipp and Clancy F. Shaffer

Planet's Edge: The Point of No Return, Indiana Jones and the Fate of Atlantis, Prophecy of the Shadow, Quest for Glory III

Paul Shaffer and Jack York

Dark Seed

ACKNOWLEDGEMENTS

Special thanks are also in order for those who verified the accuracy of these solutions: Peggy Wiley, Russ Ceccola, Fred J. Philipp, Clancy F. Shaffer, Scott Glenner and Shay Addams. And a tip of the QB helm to ORIGIN Systems for solutions to *Ultima VII* and *Forge of Virtue*, and to David Ladyman for whittling down those lists of questions this time.

Looking for more clues?

The QuestBusters Guild is already rounding up onyx keys and decoding passwords for the next *Quest for Clues* — but many of them can be yours months sooner in *QuestBusters*, the monthly journal of the world's largest group of computer adventure gamers.

YOU'LL GET

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HOW TO USE THIS BOOK

MAPS

When confronted with an apparently unsolvable mystery, first check the maps for any rooms you might have missed, then explore each room for clues and objects. The locations of objects and vital characters are marked on each map and listed in its key, so look there first if seeking a particular item. Maps always show every location necessary to solve the game, but may not show every room, dungeon or maze level. (In solutions that don't include maps, a list of key locations is usually found at the end of the walkthrough.)

When directions are identifiable, the top of a map is always to the north. Lines out either side of a location box usually indicate an east-west connection; lines out of the top or bottom of a box usually indicate a north-south connection. A line out of the corner of a box usually indicates a path heading northeast, southeast, northwest or southwest. Diagonal lines out of the top, bottom or side of a box usually indicate a change in level — for example, a connection between the first and second floors.

REVIEWS

When you've finally solved the adventure that's kept you tied up for the last six months, and are ready for a new challenge, the review at the beginning of each solution furnishes invaluable overviews and system specifications. (Keep in mind that some planned conversions may not have yet been released, and in fact may have been cancelled, while it is possible that other companies have since scheduled conversions for computers not listed in the review.) Each game's review also mentions the goal of the quest, which isn't always immediately apparent in a game.

SOLUTIONS

When appropriate, a solution begins with **General Tips** on how to create characters, learn spells, get started and best play the game in other ways. Every solution also has a **Walkthrough**, divided into sections labeled with the person, place, puzzle or action that it describes, so you can quickly find the situation that is driving you up the wall of your game. By looking at the section titles, you can also get a general idea of the path to follow in solving the quest. Each section describes the necessary actions to perform in sequential order.

Some boldface words appear to be gibberish. They are key words hidden in the *QuestBusters* code so that you can't read them just by glancing at them (and won't accidentally find out something you don't want to know). The *QuestBusters* code converts vowels and a few consonants into numbers — easy enough to remember, but different enough to keep you from accidentally reading the word. The coded letters, and their corresponding numbers, are listed below:

1 = a

3 = i

5 = u

7 = r

9 = s

2 = e

4 = o

6 = y

8 = d

While these solutions have been verified, checked and double-checked, and the *QuestBusters* Guild members have staked their very lives on the accuracy of their work, there is a remote possibility that some adventurer, somewhere, will encounter what seems to be a mistake. Should this happen to you, Unlucky One, first look back over the preceding passages in the solution. This situation may result from having failed to do something earlier in the quest (push that button, tote that bale, polish that orb). But if your every effort turns into a complete, total nightmare and you find yourself equally, if not more, frustrated than when you got stuck in the first place, send a brief note describing exactly where you're stuck to *QuestBusters* Guild, P.O. Box 5845, Tucson AZ 85703. Include a self-addressed, stamped envelope to ensure a prompt response. (For an even faster reply, toss in a handful of Benjamin Franklins!)

OUR HEROES, THE PLAYER CHARACTERS



TOBY

WEEZ

GLORIA

THE DAGGER OF AMON RA



TYPE

Animated Mystery
Adventure

DIFFICULTY

Novice-Intermediate

SYSTEM

MSDOS (640K and
hard disk required,
mouse recommended,
joystick optional; EGA,
VGA; all major sound
cards supported)

PLANNED CONVERSION

CD-ROM MSDOS

COMPANY

Sierra On-Line

Set in the Roaring Twenties, the second in the Laura Bow series of mysteries unfolds layer by layer, like the bandages of a certain mummy whose dagger was stolen from a New York museum. Laura's first assignment as a reporter is to cover the theft of the dagger, and her investigation eventually unravels a plot that leads to a series of deaths and a mystery only you can solve. By the end of Act VI you must have found enough evidence to present at the coroner's inquest, or the killer goes free — yet another example of misjustice in America, and probably the topic of next week's Street Scenes on CBS. This is vintage Sierra, particularly in the music and sound departments, and the puzzles, story and engaging characters make this one mystery you won't want to miss.

WALKTHROUGH

ACT I

After traveling by train from New Orleans to New York, you (Laura Bow) report to your new job as a reporter. You speak with your boss and then go to the news room. Crodfeller Rhubarb gives you a short quiz on Egyptology (this is the copy protection). After he assigns you a desk, look under the blotter for a key. Use it to open the desk, and take the paper you find there. Also look in the wastebasket next to the desk and get the baseball. Use the question cursor on all in the room to ask about everything in the notebook. Ask Crodfeller about the burglary; otherwise you won't get an answer at the police station.

Police Station

Cross the street to the police station (check the street by using the eye cursor on both sides until you get the message "no cars coming"). Wake the drunk outside the police station. Enter the station, then go back out and get the newspaper the drunk left on the pavement. It has a coupon in it that you can trade for a sandwich from Luigi's.

Go to Luigi's stand by the *Tribune* office and get a sandwich, then take it back to the police station and give it to the desk sergeant. Ask him about the speakeasy, the password "Charleston" and the robbery. He will refer you to Detective O'Riley, who has little information, except to mention the Amon Ra dagger and that he might let you see the police file.

All Around the Town

You have to travel by taxicab. In order to do so, bring your press pass up as a cursor and use it on the cab driver, to give him your destination. Then use the notebook and click on the destination. When you exit the notebook, the cab driver will take you to your destination.

Go to all the addresses in your note book, starting with the 12th Street dock. Ask Steve about everyone and everything. Then go to Lo Fat's and talk to the three boys outside. You must approach them several times before the subject of a hobby comes up, then you can trade the baseball for the magnifying glass.

Getting Inside the Museum

Take a cab to the Lyendecker Museum. If this cab is full of trash, use your finger cursor to sift through it until you find a claim ticket for Lo Fat's Laundry. (You may have to use the cab many times until you locate the trash-filled unit; it normally appears after you get the magnifying glass.)

You are unable to get in the museum now, however, because they are getting ready for a fund-raising ball at 7 p.m., and you must have proper clothing to enter. Take the claim ticket to Lo Fat and claim an evening dress. Go to the speakeasy, use the password and talk to Ziggy at the first table. Go to the ladies' room, select the evening dress from your inventory and use it on the dressing room partition.

ACT II

Go to the museum. Use your press pass on Heimlich to get in. Eavesdrop on everyone who isn't a happy party-goer. The people shift around, and there are 14 different conversations you must listen to before you will be permitted out of the rotunda, though you may visit the gift shop. You must also talk to Steve.

Enter the gift shop and use magnifying glass to look at daggers. You see

some from Pittsburgh, but you also see the real Amon Ra dagger. (At this point you are kicked out of the shop, and the dagger will be gone if you return.)

Go to the front of the rotunda. Take a drinking glass to use and hear conversations through doors. Talk to all and ask many questions. Shortly after this you can enter the Mastodon Room. Go through the door into the Armor Room and into the Mummy Display. Examine the medallion and blood, open the mummy case, and you will find Pippin Carter's body. You will find "PS" on the medallion — it belongs to Ptahsheptut "Tut" Smith. Keep it for evidence. Examine the body for evidence and get the notebook. Keep it for evidence. There are only fifteen rooms on this floor, so you can make a map of them as you move about if you feel compelled to do so.

Go to Olympia's office. Remove the cloth from the article beside her desk. By reading the Rosetta stone with the magnifying glass, you will automatically copy it to the note book. If you push the one horn on her desk, a secret door will open to the alcohol preservation lab. Go to Yvette's office.

Look in her wastebasket. Get the carbon paper. Read it by holding it in front of the light. Then turn the light off and enter Carrington's office, which is behind Yvette's. Look around and examine everything. Return to Yvette's office.

Go to the light, use your eye cursor on the lamp twice, then take the bulb. As you leave Yvette's office, go to the Rodin statue, and examine the back of its neck by using the hand cursor on its head. Walk through the archway, and you will discover a secret stairway leading down. You need to replace the bulb, for the old one just burned out. Use Yvette's bulb. Save game. Go down the steps.

Directly ahead is Wolf Heimlich's office. Enter, examine the room, move to the left of the rat trap. Get and use the dinosaur bone to spring the trap, then take the cheese. Also examine the books on his shelves until you find one that is reversed. Take and open it, then remove the garter and note and keep them for evidence. Try pushing the button behind one of the medal pictures, but don't use the secret passage, which emerges in Dr. Carrington's office.

Go out into the hall and look at the mirror-like alcove in the wall. Use the dinosaur bone to break the glass. Take the lantern. Now go through the other door into the alcohol preservation lab. Go through the door to your right, which leads to Ernie Leach's office.

Go to the tool box and get a pair of wire cutters. Take the snake lasso at the end of his desk. Look at the desk and check the alcoholic index. Around this time you should hear a message on the intercom telling Ernie that Vat 13 leaks. Check the Warthog vat, which is 13 (the second on the left as you come in the front door). Push the button over Ernie's desk. Leave the office and go to the vat. Use the hand cursor on it, and you will climb up and obtain the Amon Ra dagger. Go to the back door, enter, and you will see an opening. This secret passage takes you to the Mummy Room. Save game.

Light the lantern by using your hand cursor on it, then go up the passage. In the Mummy Room, use your magnifying glass on the Rosetta stone to copy the characters into your note book. Go back to Carrington's office.

ACT III

Yvette's Office

Downstairs

Ernie's Office

Carrington's Office

On the way you discover Ziggy's body in the Pterodactyl Room. Use your wire cutter to get a section of wire to use later on. In Carrington's office you discover a dead body. Examine the two letters "CP" in blood on his desk, which stand for **C73m2 1n8 P5n39hm2nt**. Check the books there to find this book, then open it and take the police file from the book. Examine his phone list: under "B.SAYFF" you will find the combination to the safe behind the big picture. The number is KL 0527. Use the hand cursor to click on each number, and the safe will open. Read the diary, but leave it for evidence. Check the calendar and clock.

Looking around the Galleries

Go into the Old Master's Gallery and check the Bosch painting. Note the glinting, then examine this spot a number of times and you will note a key glued over another key. Use the dagger to pry it loose, and take it.

Go to the Armor Room and then south to the Head Room. Examine the heads, and you will find Ziggy's head mounted on the wall. As you return through the Mastodon Room, you see Ernie Leach's body on the mastodon tusks. Examine it and get the warthog hairs as evidence.

Go to the Rodin Gallery. Take the stairs down and go to the back door of the preservation lab. This is the mammalogy lab. Take the snake oil bottle, and make sure it is full. If not, you can fill it with the oily substance near the Entrance Hall from the stairs. Save the game. Go to the cold storage box at the back of the room. Open the top and take the meat. Use the key to open the trunk, and quickly throw the meat to the beetles. Now you can safely examine the contents and get the watch.

ACT IV

Go back to Yvette's office and talk with her. As you leave you will bump into Steve. As he enters Yvette office, use the water glass to listen to their conversation. Leave and wander around. When you return to her office, there will be signs of a struggle. Examine the scene, and you will find a piece of fabric, red hairs and a shoe. Take the shoe and leave the other evidence.

As you enter the Old Masters Gallery you find a new statue. Examine it, then use the dinosaur bone to break the plaster casting. Inside is Yvette. Examine the body. Take the red hairs and the bifocal glasses. Go to the Armor Room and look at the dog. You will notice one of Steve's boots near it. Get it.

Cobra

Now go back to the Rodin statue. The countess is apparently dying in Olympia's office. Save the game. As you enter the office, you will be attacked by a cobra. Shake the snake oil at it three times. It will back into a corner. Use the snake lasso to capture it. By using your hand cursor on the cage in the corner, you can dispose of the cobra.

Examine the countess. Look at her ankle to see how she died. Get the smelling salts from her. Get the grapes on the floor. (You may need to go to the container in the alcohol preservation room to refill the snake oil bottle if it's less than one-quarter full.) Save. Using the notebook, decipher the scroll on the wall: the solution is **W4mb** and **T4mb**.

ACT V

As you go into the Mastodon Room, the murderer will appear. Run to the Pterodactyl Room, close the door, and use the wire on it to wire the door

knobs shut. Run to the Medieval Armor Room, shut the door, drop the bar in place.

Go toward the Mummy Room. Stop at the locked door. Move the chair in front. Open the transom on top.

Run to the Mummy Room, open the last mummy casket, get in and shut the lid. After the murderer leaves, save the game. Go back to the transom door and enter. Push the crate in front of the door, cut the rope, then push the crate back of you to one side. Enter the elevator and push the lever. Save. Go to the mummy storage room, take a mummy out of its case, and prop it against the door. Use the snake lasso on the mummy case on your left. Use your hand cursor on it, and it will open. Enter and shut the case.

You are among a number of fanatic Amon Ra worshippers and are captured by Rameses Najeer. He'll free you if you can answer a two-part riddle using the answers from the scroll in Olympia's room: W4mb and T4mb. (Spell them out from your notebook.) You are allowed to go free upon your promise to keep their secret. Save.

As you enter the furnace room, you see Steve under a coal pile. Clear his face and use the smelling salts, but give him his boot before he stands up or he will step on a nail. Move the Sun Symbol, light the lantern and enter the passage. You walk into a nest of cobras. Shake the snake oil at them, and they will leave.

As you near the top, you see a number of rats. Throw the cheese through the first opening and enter the second. You hear gun shots, so you know the killer is still after you. You emerge from the talking Rex mouth. Hurry and press the button to start him talking and capture the killer.

At the coroner's inquest, you must have:

- | | | |
|------------------|----------------------|------------------|
| • Amon Ra dagger | • Watney police file | • Ankh medallion |
| • Red hair | • Pocket watch | • Wire cutters |
| • Carbon paper | • Yvette's shoe | • Garter |
| • Grapes | • Pippin's notebook | • Bifocals |
| • Warthog hairs | | |

You must also answer a lot of questions. Answer them all correctly, and an animated sequence ends the game. The majority of the answers are 4'73l26, f47 f3n1nc31l g13n or t4 h382 1 c73m2. (You can use any of these.) The exceptions are:

- | | |
|---|-------------------|
| • Who acted for jealousy or revenge? | 6v2tt2 |
| • Whose skeleton was in the trunk? | 87. 1. C1773ngt4n |
| • Who murdered and impersonated Carrington? | W1tn26 L3ttl2 |
| • Who stole Amon Ra's dagger? | W1tn26 L3ttl2 |
| • Who was behind the robbery of the dagger? | 4'73l26 |
| • Who was the woman involved in stealing paintings? | C45nt299 |
| • Who was the man involved in stealing paintings? | W1tn26 L3ttl2 |
| • Who was the middleman who forged the painting? | Z3gg6 |
| • Who was the High Priest of The Amon Ra Cult? | 71m2929 N1j227 |
| • What museum employee ran a fencing operation? | 27n32 L22ch |

Furnace Room, Cobras and Rats

ACT VI

THE DARK HALF

TYPE

Animated Mystery/Horror
Adventure

DIFFICULTY

Intermediate

SYSTEMS

Amiga (one megabyte
required)

MSDOS

(640K and hard
disk required, mouse
and joystick optional;
256-color VGA, Tandy
and EGA 16-color, all
major sound boards)

COMPANY

Capstone



Adapted from a Stephen King novel, this is the story of a writer specializing in horror tales. He is blamed for the death of a drifter who was attempting to blackmail him, so one goal is to stay out of jail long enough to find the real killer. But when the drifter's body vanishes from the grave, things start getting really weird, and you must also unravel the mystery of the "dark half" referred to in the title. These twin elements of mystery and horror make *The Dark Half* as appealing to fans of *Murder, She Wrote* as to those of *The Shining*. The interface resembles the LucasArts system of clicking on commands and objects to form a sentence and is easily mastered. With 256-color graphics and a suspenseful plot, *The Dark Half* is among the year's most unusual offerings.

WALKTHROUGH

At the cemetery, note open grave and gravestone. Scroll right and talk to gravedigger. Ask him to unlock shed. Open door and enter. Get rope and flashlight. Exit and scroll to the left to exit cemetery.

Search dead reporter to get camera. Open camera to get film. Continue down road to town. It's night, so most of the businesses are closed. Enter restaurant and note cushion. Enter tavern and talk to bartender. Get stein. Scroll east and look at truck bed. Open truck cab and look at everything. Get cigarette butts, pencil and whiskey bottle with blood on it.

Travel home. Pull tree branch. Enter house. Use telephone. Get book beside telephone. Examine book. Enter bedroom. Use lamp and go to sleep.

Open closet and put bottle on shelf. Open dresser drawer and get clean shirt. Use shirt. Exit bedroom. Cops show up. Tell them you've been framed by Fred Clawson.

Take plant in living room to get key to cabinet. Unlock cabinet and get pistol. Push bookcase and enter study. Pull bookcase and get blank paper out of trash can. Travel to town. Go to photo shop and drop off film. Go to restaurant. Pull cushion to get lighter and quarters. Sit in first booth (use it). Use lighter on butts. Use pencil on paper. Vision ("The sparrows are flying again") occurs.

Go to barber shop and talk to barber. He will tell you where Fred Clawson lives. Exit and go up street to Clawson's house. Talk to old woman, note Toronado, and pick up another blank paper.

Enter apartment building. Get tear gas. Enter Clawson's apartment. Look at body. Look at writing on wall. Get pillow. Open closet door. Use **t217 g19** on dog. Use flashlight on closet. Note strongbox. Use **p3ll4w** on pistol. Get \$6. Exit and travel home.

Put pistol on closet shelf. Travel to photo shop. Buy film. Give \$6 to salesman. Get film. Put film in camera. Exit. Beeper will go off; it's Liz, your wife. Open phone booth and use quarter in phone. Return home. Cops sequence: 1, 1, 3, 1. Enter study. Use chair. Use lighter on butts, use pencil on blank paper. Second vision occurs. Go to bedroom and turn out the lamp.

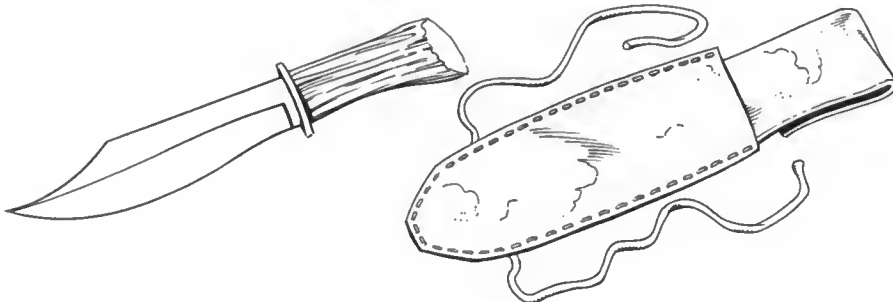
DAY ONE

DAY TWO

Vision

Another Murder

Cops Again



DAY THREE **Third Murder**

Answer phone: Miriam is in trouble. Return to bedroom. Take note on mirror and read. Search Liz's jacket in closet to get \$9. Travel to Miriam's apartment building. Enter building. Get another blank paper. Enter Miriam's apartment. Look at body. Get poker and tissue containing eyeball. Look at picture and search vase. Open door. George Stark appears. Use camera to get his picture. Use poker on him. Exit apartment. Push elevator button.

Reggie

Travel to photo shop and pick up film, giving \$6 to salesman. Look at photo. Go to barber shop and threaten barber. Pick up dull razor on stand. Go to university. Use rope on tree.

Talk to Reggie, who will fill you in on much of what has been going on. Use window to exit and go to hardware store. Talk to guy and get the note from Stark. Read note.

Cops Yet Again

Travel home. The cops show up again. Sequence: 2, 2, 2, 2, 1, 3. Meanwhile, your agent, Crowley, is put under 24-hour protection by police. Enter study and repeat writing sequence for third vision. Go to bed.

DAY FOUR **House Arrest**

At 4 a.m., the phone rings. Answer it; it's Stark again. Leave house by door. Note police van guarding house. Note that you cannot travel anywhere.

Put branch in bowl in living room. Use **13ght27** on branch. As soon as possible, hide behind the cabinet. When police enter and go to bedroom, travel to Crowley's office in New York.

More Dead Bodies

Enter office. Phone rings. It is Stark. Look at dead bodies. Look at open book. Travel to Dr. Pritchard's hospital. Enter and talk to Dr. Pritchard.

Open drawer on surgical cart and get scalpel and first aid kit. Another murder occurs. Use telephone to warn Liz. Travel back to town.

University and Liz

Go to university and use **74p2** on tree to enter. Talk to Reggie for more info. Meanwhile, police are protecting Liz. Stark calls. Reggie now gives you a disguise. Use it. Use window to exit. Travel home. Note police van and dead policemen. Enter house. Use scalpel on ropes to untie Liz. Try to open bookcase.

Getting into the Study

Get bottle from closet in bedroom. Open first aid kit and get gauze. Use gauze on bottle. Use lighter on wick in bottle. Use Molotov cocktail on bookcase. Enter study. George Stark wants you to help him write a book. If he is successful, you die.

Answer in this sequence: 3, 1. When George stands up and his back is turned, use your dull razor on table to switch with sharp razor George has left there. Continue sequence: 2, 3, 3, 2. The swallows will now take over.

DARK SEED



TYPE

Animated Mystery/Horror
Adventure

DIFFICULTY

Intermediate

SYSTEMS

Amiga (one megabyte
required)
MSDOS (640K required)

COMPANY

Cyberseed

As a writer who's just bought a new house, you find mysterious things going on in this macabre blend of horror and science fiction. A mirror in the living room turns out to be a gateway to a parallel world full of monsters seeking to take over our planet. You soon discover they have implanted an alien embryo in your brain — and unless you make the right moves, you'll experience a grotesque transformation in three days. The interface is slick, featuring a smart cursor that changes shape to indicate what you can do with an object it's placed over. Sound effects and music complement the disturbing theme, and the artwork — scanned in from the work of French artist Giger, who designed the monster for the film *Alien* — is some of the most original ever seen in a computer game. Several puzzles are time-related and must be solved in the correct order. With slick graphics and a suspenseful story, *Dark Seed* is a gripping adventure that strays from the beaten path.

GENERAL TIPS

Every day there are a few expected routines: taking aspirin when you wake up for your headache, taking a shower, getting a package from the mailman and answering the phone. If you miss getting a package on any day, you must restore an earlier position. If you can't fit everything into one day, pick up where you left off on the next day.

WALKTHROUGH

DAY ONE

Go to bathroom (upstairs). Use medicine cabinet (taking aspirin). Use shower. Go to attic. Open chest (on right). Examine open chest (taking and reading diary). Push chest on right (three times). Take watch (on ground). Wind watch. When doorbell rings, go to front door and get package (doll). When phone rings, go to bedroom and answer phone (library notice). Go to den. Get and examine blueprint on desk. Examine east wall, open it. E. Up.

Second Floor Secret Room

Get rope. (Leave secret doors open!) Go to east bedroom. Examine coat pocket (getting paper). Examine paper. Go to living room. Examine mirror. Get paper on mirror. Leave house to go to town, getting newspaper outside house on your way.

Town

Go to store. Buy Scotch (and get business card). Go to library. Talk to woman (after getting phone call). Examine book she gives you. Give library card to woman. Get paperclip on floor. Go to aisle C. Find book with bookmark in it. Examine bookmark.

Cemetery

Go to crypt in cemetery. Push left stone, top stone and right stone (as indicated on bookmark). Go to urn room. Search urns for key. Go to garage. Open trunk. Get crowbar. Get in car. Open glove compartment. Get gloves. If you turn radio on after first day, you will get hints on what to do. Go to living room. Use key on clock (noting engraving on plaque). Go to balcony. T32 74p2 to g17g46l2. Go to bed.

DAY TWO

Go to bathroom. Open medicine cabinet (taking aspirin). Take shower. Postman will deliver mirror shard. Use mirror piece on mirror in living room. Enter mirror. Go to balcony. Wear gloves. Pull lever. Go to outside cliffs.

Get shovel. Go to graves in real world, east of crypt. Examine gravestones until finding name given on plaque in clock. Dig grave with shovel, getting and reading letter. Return home before 5 p.m., and you'll be taken to jail for grave-robbing. (If you don't make it home and get arrested by 5, restore the game and try again — you must be arrested to win.)

In Jail

Put money, paperclip and gloves in pillow in cell. Use cup on jail bars. Give business card to jailor. Get gun on wall of jail lobby on your way out. Go to neighbor's yard (after 6 p.m.). Give 9c4tch to neighbor. Get stick (dropped by dog). Enter mirror.

Toss stick off bridge (monster should jump after it). Enter police station (you'll be put in cell if you have the gun). Search pillow (getting all). Use paper clip on cell lock. Talk to creature in next cell. Use paperclip on creature's cell door (getting invisibility band). Go to outside alien library. Use invisibility band (to pass guard). Enter alien library. Get microfiche. Return to your world. Go to bed.

Other World

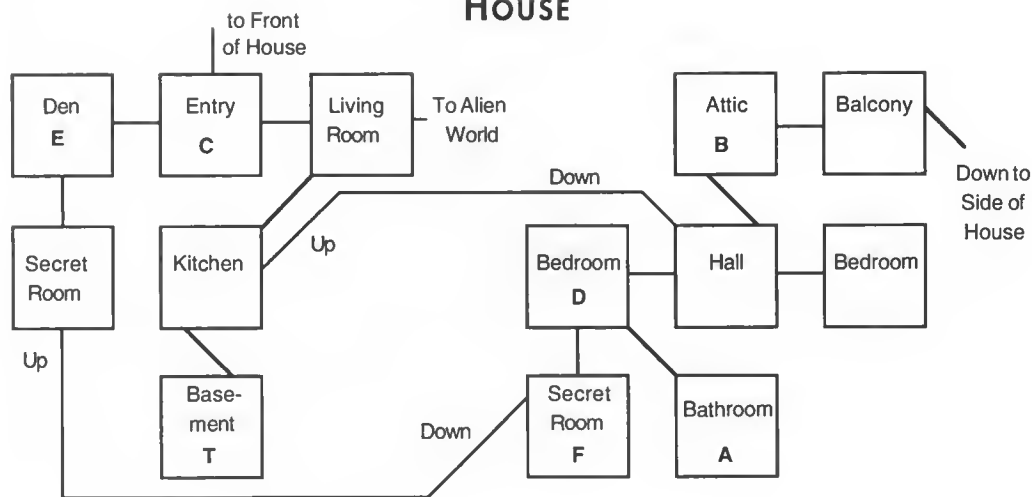
Go to bathroom. Use medicine cabinet (taking aspirin). Take shower. Postman will deliver axe handle. Go to library (if policeman is at front door of house, use rope on balcony to get around him). Use microfiche in microfilm projector (reading article). Go to store. Buy Scotch. Go to basement. Examine stones on floor. Move floorstone with crowbar. Get car key and floorstone. Go to garage.

DAY THREE

Pour 9c4tch in gas tank. Enter car. Start car with key. Enter mirror. Go to generator room. Put floorstone in generator hole (it becomes energized). Use energized stone on axe handle (making hammer). Go to ship's control room. Wear gloves. Pull handle. Use hammer on mirror in living room.

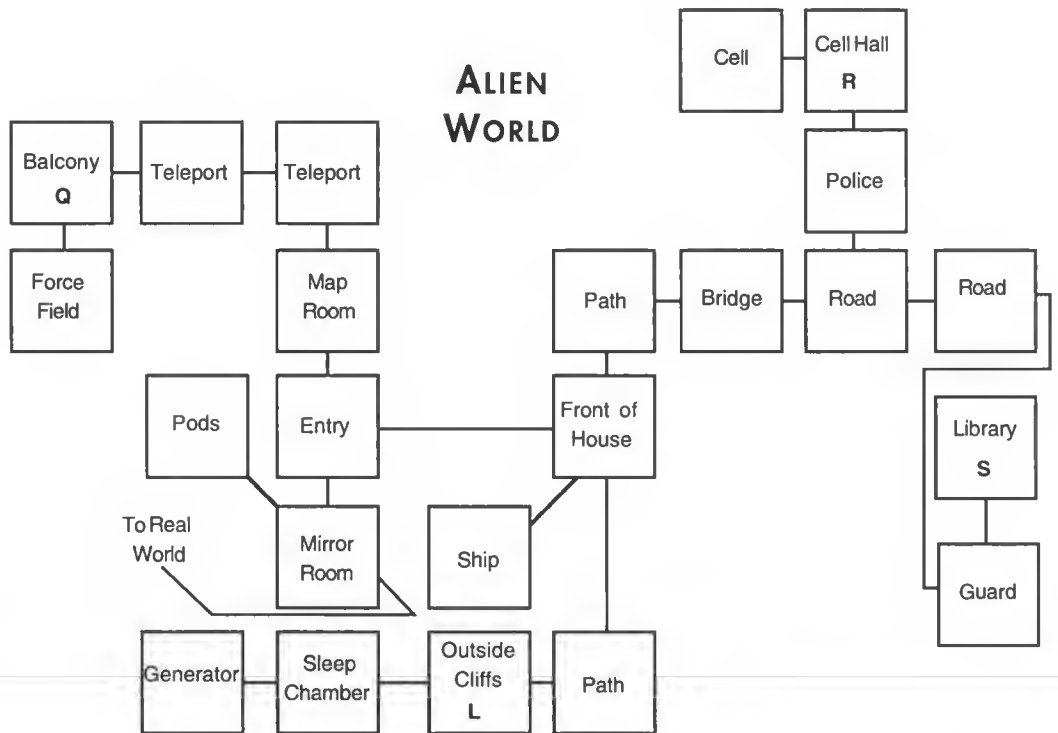
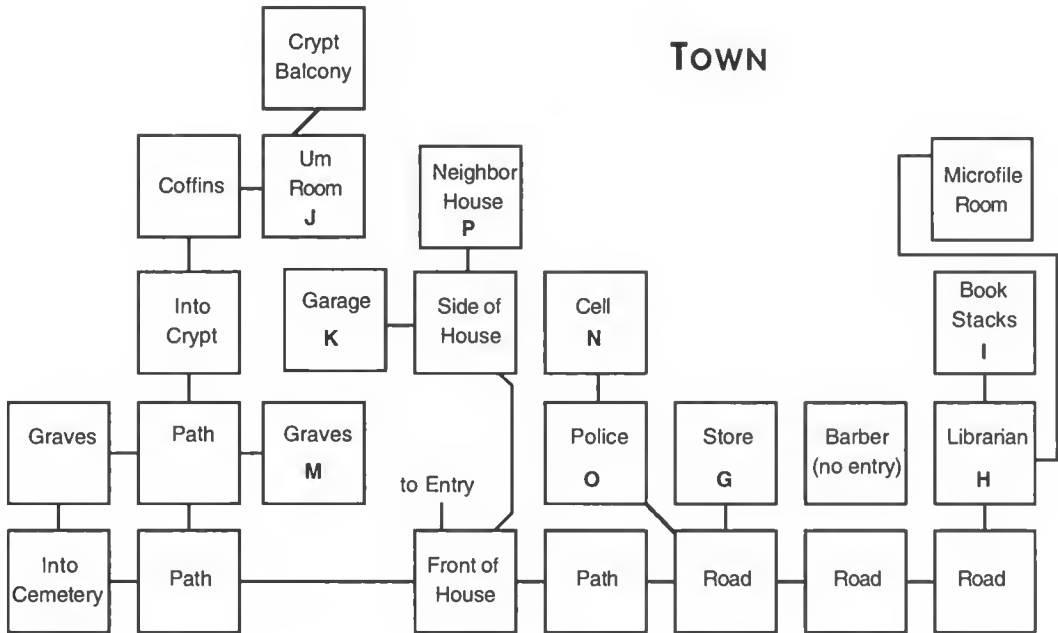
Garage

HOUSE



MAP KEY

A	Aspirin	G	Scotch, business card	N	Cup
B	Diary, watch	H	Book, paperclip	O	Gun
C	Doll, mirror shard, axe handle (all from mailman), newspaper	I	Bookmark	P	Stick
D	Library notice	J	Key	Q	Binoculars
E	Blueprint	K	Crowbar, gloves	R	Invisibility band
F	Rope	L	Shovel	S	Microfiche
		M	Letter	T	Floorstone, car key



DUNE

**TYPE**

Science Fiction
Adventure/Strategy

DIFFICULTY

Intermediate

SYSTEM

MSDOS (640K, VGA
and hard disk required,
supports XMS and EMS;
Ad Lib, Sound Blaster,
Roland)

PLANNED CONVERSIONS

Amiga
MSDOS CD-ROM

COMPANY

Westwood/Virgin

From one of science fiction's greatest novels to one of its dullest films, George Herbert's *Dune* has finally made it to the computer. It's not as good as the books, but a lot better than the movie. A peculiar blend of adventure and strategy, it invites you to speak with people and explore the desert plane of Dune for clues, while building an army and managing resources such as spice mines. Your character's attributes, such as Charisma, also play a role in success as you fight the vicious Harkonnen family for control of Dune, the source of the valuable spice used by navigators in space travel. A simple point-and-click interface, rich graphics and numerous characters from the books turn this into a one-of-a-kind adventure, but also one that is only recommended for fans of strategy as well as of adventure.

GENERAL TIPS

ORDER OF THE SOLUTION

Since there is a strategic element to *Dune*, don't try to follow this solution in strict order. For example, comments in **Attacking the Harkonnen** (at the end of the solution) apply any time you attack a Harkonnen fort, and you won't necessarily wait to attack their forts until the end of the game. Act when you decide the time is right to do so, not by strictly following the order here.

THRONE ROOM

Whenever you're in the throne room, speak to everyone for suggestions on what to do next.

TRAVEL

When travelling from place to place, always fly your orni or ride your worm all the way to your target. In the early going, resist the temptation to jump to a destination. You can only find towns and sietches when you are taking the time to search by flying or riding all the way. Jumping to a destination makes it impossible to find sietches, towns and Harkonnen forts along the way. You cannot be shot down by Harkonnen forts when you jump to a destination with an orni or when you are riding a worm, but jumping to a destination should be used only when you are absolutely sure that there are no undiscovered towns, forts or sietches on your route.

SIETCHES

Initially, you need to visit the sietches east of the Atreides castle. Talk to Gurney, and he will tell you about recruiting the Fremen. Recruit Fremen by boldly asking each Fremen chief to have his troop work for you. Travel initially with Gurney. You need to find almost all the sietches by exploration or by meeting important characters who will assist you in finding the sietches and with other matters.

By speaking to the others, you will get useful advice on where to go and what to do, so talk to the other characters frequently. Unfortunately, looking for sietches and towns before you are prompted by other characters in the game is a waste of time. So talk to everyone, and initially recruit them to mine spice and to utilize the equipment near the sietches. An ornithopter and a spice harvester are needed for all sietches that are mining spice. Do not give up your ornithopter, which you need to get around in the early going.

FREMEN

Watch where the Fremen go. Sometimes Fremen go to sietches you haven't heard of yet. Fremen can collect their own equipment from nearby sietches and towns, but will not travel to towns or palaces. To get the Fremen to collect equipment, change their occupation to "search for equipment." Fremen should initially be working on spice and be equipped with one ornithopter and one spice harvester. Ornis are needed to protect the spice harvesters from being devoured by the worms.

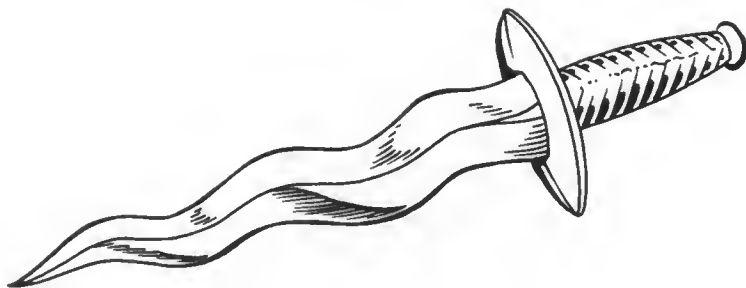
TELEPATHIC POWERS AND THE WATERS OF LIFE

Due to the amount of spice in your blood, which increases the longer you are in the desert or traveling from sietch to sietch, you can telepathically contact your Fremen troops. As your telepathic powers increase, you will be able to give commands from greater and greater distances, until you can control all Fremen troops on the planet from any location.

Eventually you will find sietches with wind traps and underground reservoirs. If you enter an underground reservoir with Stilgar, you can choose to drink the waters of life. You should always try to drink the waters, but save the game first; if you die, restore the game at the point where you saved or entered the sietch, whichever is later. Keep trying to drink the water until you survive its effects. Once you drink the waters of life, survive, return to the Atreides castle and speak to Jessica, you will have the ability to use telepathy to talk to all Fremen on the planet. This is important, because you can direct all Fremen troops from afar and must travel only to Atreides Castle to pay the emperor and the smugglers, to move Gurney Halleck and to visit new sietches and captured Harkonnen forts to recruit new Fremen.

Having Chani follow you will improve Fremen motivation and your chances of surviving the waters of life, and will allow you to heal Fremen sietches that become ill due to Harkonnen sabotage later in the game. The game can probably not be won unless Chani falls in love with you. Talk to Chani about new sietches, then fly to them, enlist troops, have troops specialize in army, equip troops, and send troops to Gurney's sietch for training.

CHANI



WALKTHROUGH

First speak with Duke Leto in the castle throne room, and he will tell you about Gurney Halleck, the weapons master. Lady Jessica will tell you that Gurney is located at the Carthag-Tuek Fremen sietch in the desert to the east of Atreides castle.

After recruiting all visible and discovered sietches, return to the castle and talk to Duncan and Jessica about the importance of spice. Talk to Leto to learn about the stillsuits. Talk to Gurney about stillsuits. Gurney will tell you that the Carthag-Timin know where to get them. The Fremen chief at Carthag-Tuek will tell you to fly east to find Tuono-Tabr and the stillsuit maker. Fly east with Gurney and get the suits. The Fremen chief there will tell you about stillsuits and two sietches north and east of Tuono-Tabr. Stillsuits will protect you and your men from dehydration while in the desert.

THRONE ROOM

FREMEN AND STILLSUITS

PROSPECTING

Each new sietch will tell you that its area needs to be prospected before you harvest the spice. Talk to Gurney about prospecting until he tells you about prospectors. The Fremen at Carthag-Timin are the spice prospectors; return there and recruit them to prospect the new sietches once you are told the spice must be prospected before harvesting. After the few early sietches are found, you should have all new sietches prospected by prospectors before producing spice there. Use the spice density map the prospectors will give you to keep the prospectors moving from sietch to sietch, completing the prospecting work and getting production started quickly.

Talk to Gurney, and he will suggest you return to the palace. Return to the palace and talk to Gurney about stillsuits, and to the Duke about Jessica's clairvoyant powers. Talk to Jessica about searching the palace for hidden rooms, and take her with you to find them. When you find the communications room, talk to Jessica again. Talk to Duncan (in the castle) about spice harvesters. Talk to Gurney about spice harvesters. Go to Tuono-Tabir with Gurney, after Gurney mentions the Dune map, and speak to the chief about where he found the spice harvester. Fly the orni, with Gurney, northeast until you spot Tuono-Harg with two harvesters. Talk to Gurney, then fly to the nearest two sietches and have them search for equipment so they will get the two harvesters.

SPICE SHIPMENTS

Return to the palace and talk to Duke Leto about the message in the communications room. Read the message in the communications room from Emperor Shaddam IV. Each week the emperor will request a shipment of spice; send it promptly, or the emperor will have you killed. In order to send the spice you must return to the castle, read the message from the emperor in the communications room, talk to Duncan, accept the request for spice from the emperor through conversing with Duncan, and return with Duncan to the communications room to send the spice shipment. You must return home every four to seven days to go through this whole process again to comply with the emperor's requests for spice, or start a series of events that leads to death.

SPICE MINING

Talk to Duncan about a rich spice area near Tuono-Tabr. Fly to Tuono-Tabr with Gurney. Talk to the Fremen chief about vast spice fields to the south and southeast. Fly southeast and talk to Harrah at Tuono-Timin (where there is a spice harvester) about three sietches. Take Harrah with you and fly to Habbanya-Timin, Habbanya-Tuek and Habbanya-Tabr. Enlist the Fremen there, have Fremen search for equipment, and begin spice mining. Habbanya-Tabr will wait until you recruit Stilgar before they join your group.

Return to the palace and speak to Duncan about the danger of worms devouring harvesters. Talk to Jessica about Harrah. Go into the desert alone. If it is night, wait for morning; if it is day, wait for evening. You should receive a vision from Leto. Speak to Jessica and Leto about things until he mentions the balcony. Go to the balcony, and Leto will notice that Gurney is not with the balcony group. Talk to Jessica about your developing powers.

Talk to the duke about Jessica helping you to find Gurney. Search every room in the castle with Jessica, while talking about her feelings, until Jessica

finds a hidden door east of the communication room leading to a room where Gurney is incapacitated. Talk to Leto about Thurfir Hawat. Talk to Thurfir in the communications room about the communications message. Read the message from the emperor asking for spice.

Talk to Duncan about spice and the emperor's shipment request. Accept the emperor's demand and go with Duncan to make the spice shipment in the communications room. Talk to Duncan and await the emperor's message about the next spice shipment request date. Take Thurfir to where Gurney was injured: talk with Thurfir and he will disarm the trap. Go with Thurfir into the armory he finds and talk with him about a Fremen leader. Talk to Harrah about a Fremen leader, whom she vaguely remembers. Talk to Harrah and the Fremen chiefs about a Fremen leader. When a chief gives you the name Stilgar as the name of a strong Fremen leader, talk to Harrah about Stilgar.

You must meet Stilgar before rallying the Fremen. Once rallied, the Fremen will be willing to fight for you against the Harkonnen, whom they hate. Take Gurney and Harrah with you now, since Gurney will help the Fremen train faster in military matters. Stilgar can be found by flying far west of the Atrides castle, almost on the other side of the planet, to an abandoned sietch called Sihaya-Clam.

Talk to Harrah to find that Stilgar is northwest of Sihaya-Clam. Fly northwest with Harrah and Gurney until you find Ergsun-Timin and Stilgar. Ask Stilgar to join you, rally the Fremen chiefs, start them on military training and have them search for equipment. Talk to Stilgar about other sietches. Visit Ergsun-Clam, Ergsun-Tabr, Ergsun-Tsymyn and Ergsun-Tuek, recruit the troops, start military training and have them search for equipment. Return with Stilgar to Habbanya-Tabit and recruit them. Visit and talk to Fremen chiefs.

Return to the palace throne room with Stilgar and Harrah. Talk to Thurfir about Fremen military training. Talk to Gurney about training, if you have not already, and leave Gurney at a sietch where he can help train. Return to the palace, read the communications message from the Harkonnen.

Talk to Leto, then to Thurfir. Talk to Duncan about the villages and the items to be obtained from smugglers. Talk to Harrah about the smugglers, villages and the village at the "fish's mouth" southwest of the castle. Talk to Stilgar about the fish's mouth and orni. Fly to the fish's mouth and verify its location on the Dune map. You can trade spice for equipment by talking with the smugglers in the towns.

Oxtyn-Pyons is the town you will find "in the fish's mouth." If you leave the town and return, the smugglers will not deal with you until you've gotten Duncan Idaho to pay them. If you have purchased a lot of equipment, you may need to speak to Duncan several times before he will pay all the smugglers.

There is a town in the fish's mouth and one directly south of the Harkonnen castle, just north of the rocky ridge. (There are five towns in the game, scattered across the landscape, but towns are more prevalent near the Harkonnen border in the north.) See **Attacking the Harkonnen** about the dangers of flying an orni near the Harkonnen border, and always save before attempting to do so.

PREPARING FOR BATTLE

CHANI

Talk to Harrah about her desire to go home. Take Harrah back to Tuono-Timin, and leave her there. Travel to any nearby location other than Tuono-Timin. Talk to Stilgar after leaving Harrah in Tuono-Timin. Stilgar will take you to Chani at Oxtyn-Tabr. Save the game here. Chani is southwest of Atreides castle and southeast of Stilgar's sietch, far into the deep desert. Talk to Chani about the beautiful night desert. Leave Stilgar in the sietch and take Chani into the desert. You must take Chani alone with you deep into the desert and talk to her, or she will not follow you. Once in the deep desert with you, away from all equipment, and alone, Chani will fall in love and follow you anywhere.

WORM-RIDING

When you get the vision from Jessica, return to the palace. Jessica will tell you of the duke's death. Talk to Thurfir in the communications room about the duke's death. Talk to Stilgar, alone in another empty room, away from Thurfir, about using worms for transportation. Go into the desert and call a worm. Now that you know how to ride worms, use them at all times to travel rather than taking an orni. Ornis are not as safe as worms.

Talk to Chani about Thurfir. Tell Thurfir in the communications room about worm riding, and about weapons hidden in the palace. Talk to Jessica; search the palace with Jessica and Chani until she finds a room to the east of where Gurney was found. Enter the new room with Chani and Jessica, and talk to Chani about her father, Liet Kynes, and returning to Oxtyn-Tabr. Return to this sietch with Chani and Stilgar. Talk to Chani about her father's sietch to the west of Oxtyn-Tabr. Ride a worm with Chani and Stilgar to find Liet Kynes at Sihaya-Tuek in the west. Talk to Kynes about experiments, water cache and plants. Save your game here (or anytime before trying the waters of life).

If you haven't successfully tasted the waters of life yet, talk to Stilgar about them. (Charisma of over 50 will result in successful encounter with the waters.)

WIND TRAPS

Kynes, the planetary ecologist, can be found on a prominent north-south ridge at the southern tip of the planet, on the opposite side from the Atreides castle. Once you meet him, you can use the ecologists to create wind traps for water and start to plant the bulbs in the sietches to the north. Talk to Stilgar about bulbs that can be used against the Harkonnen. Talk to Kynes about nearby sietches. Go to new sietches, recruit troops, have troops specialize in ecology and send them to Sihaya-Tuek.

Plants grow to the north naturally once started, and will weaken the Harkonnen forts north of the sietches that are successfully planting. Planting will improve the motivation of all troops on the world of Arrakis.

Plants destroy the spice, so mine the spice until there is no spice left before starting to plant. Troops trained in ecology and who have bulbs can plant, and will automatically start planting once the wind trap is finished. Ecology troops without bulbs should be sent out to create wind traps where there is still spice, so the plants will not destroy it before it can be harvested.

DISEASE

Later in the game, the Harkonnen may infect some Fremmen sietches with a disease. If so, only Chani can cure it. Chani must travel to these sietches to heal

the Fremen. Chani will be kidnapped by the Harkonnen while curing the Fremen, and this will adversely affect Fremen motivation.

Chani can be found at a Harkonnen fort on the Harkonnen-Atreides border, just south and west of the Harkonnen castle. You must attack and defeat the castle to free Chani. Use espionage troops to identify Chani's exact location.

Flying in an orni over the Harkonnen castle or forts that ring the north of the planet will get you killed, but worms can travel with virtual impunity. Fremen travelling too close to Harkonnen forts can be captured.

Eventually, you will need to use Gurney Halleck to train Fremen for an attack on a fort. The attack should be on the other side of the planet from the Harkonnen castle, near Stilgar's home sietch, where there are fewer Harkonnen troops.

Any Harkonnen fortress can be weakened by baiting it into attacking a lone ecology troop in a sietch adjacent to the well-defended Harkonnen fort. When attacking the Harkonnen, use highly motivated expert troops equipped with kryd knives, lasguns and weirding modules. Attack the fortresses that have first been observed by espionage troops who are expert in army or military matters. With at least seven fully equipped, expert Fremen troops, attack a fort with only one Harkonnen troop supporting it. Different level troops can use different level arms.

After defeating one Harkonnen fortress, start spying and attacking them one after another with your expert troops, and eventually you will begin to acquire atomics.

Periodically supply the troops as they increase in proficiency from training. Conquered Harkonnen forts will be turned into sietches by the conquering troops, and sometimes will free other Fremen troops from the Harkonnen dungeons, so search the castle for Fremen prisoners and Harkonnen men who are hiding.

Save before attempting to capture a Harkonnen fort or the castle; if you are defeated, add more troops, or try different tactics, so you can win when you restore the saved game. You need to work one Harkonnen castle after another until you have taken the whole planet. Talk to Stilgar after each conquest, until he tells you there are no more forts to conquer save the Harkonnen castle, and that Thurfir would be useful near the final attack. Return to the castle and bring Jessica, Chani, Thurfir, Gurney and Stilgar to a conquered Harkonnen fort that has recently been turned into a Fremen sietch and prepare for the final attack.

Talk to Thurfir about the 10,000 Fremen troops needed to conquer the Harkonnen castle or palace. Split your troops into three forces in the three sietches surrounding the Harkonnen palace, and also distribute the atomics needed to successfully attack the Harkonnen palace. Save your game prior to the attack. When you have enough men, Thurfir will tell you to tell Stilgar to start the attack. Once you get the vision that the shield is down and the Harkonnen have surrendered, go to the palace for the concluding sequence.

ATTACKING THE HARKONNEN

GOLBLIINS

TYPE

Graphic Fantasy/Humor
Adventure

DIFFICULTY

Advanced

SYSTEM

MSDOS (640K, hard disk,
VGA and Microsoft-
compatible mouse
required; Ad Lib,
Pro Audio)

COMPANY

Coktel Vision/Sierra On-line



An oddity in the world of graphic adventures, *Gobliiins* consists of series of scenes in which you direct the actions of three goblins, each with different abilities, to solve the puzzles there. Only then are you automatically transported to the next scene. So, unlike typical adventures, in *Gobliiins* you don't walk from location to location. The advantages, of course, are that you cannot possibly get lost, and never have to draw a map! Your goal is to find the voodoo doll that's making life miserable for the king. One goblin can cast spells to affect things, another can carry and use objects, and the third is a warrior capable of acting physically on things in the scene. The abilities of all three must be skillfully employed in each set of puzzles. And the puzzles are tricky ones, primarily based on object manipulation and magic. There is no music, but digitized voices and sound effects are on board, and each scene is full of animation. For a truly fresh look at a graphic adventure, visit the world of *Gobliiins* — a one-of-a-kind experience.

WALKTHROUGH

Warrior hits right side of **17ch**. Tech gets horn and blows it. Magician casts spell on fallen branch. Tech gets pickaxe.

Magician casts spell on apples (the two closest to trunk). Warrior punches two large apples (off stem). Tech picks up two apples and puts them in hole in bridge. Tech uses **p3ck1x2** on shining spot in cliff face, and picks up diamond.

Tech uses **831m4n8** on front door.

Magician casts spell on left plant. Tech gets pot number one on table. Tech uses pot on right plant (plant will eat wasp). Warrior climbs onto table and hits book on far right side. Tech climbs book and gives diamond to wizard.

Magician casts spell on **9m1ll b71nch** by hunchback. Warrior climbs branch and punches statue's eye. Tech stands on **t4ng52**. Magician casts spell on "antennae" on top of coffin. Magician joins tech on tongue. Warrior punches eye (allowing revived zombie to pass under tongue and scare away hunchback). Warrior punches eye again and tech gets mushroom.

Warrior climbs spider thread, then pulls down one of the two shorter threads (which pulls up the center spider). Tech gets gun and shoots sleeping spider by first standing below it. Tech takes pillow when spider leaves, then puts pillow on ledge beneath **c2nt27 9p3827**. Magician casts spell on **c2nt27 9p3827** (dropping bottle onto pillow). Tech gets bottle and use it. Tech gets gun and uses it on right spider (clearing exit).

Magician casts spell on bag. Tech gets bag and uses it on field by scarecrow. Warrior hits scarecrow (scaring away birds before they can get seed). Magician casts spell on **92c4n8 cl458 t4 73ght**, standing on right tree branch. Tech gets plant and gives it to wizard who appears.

Magician casts spell on skeleton, then casts another spell on bone. Tech gets flute. Tech uses flute on snake. Warrior **cl3mb9 9n1k2** to safety. Warrior strikes pile of stones, noting plank they fall on. Tech stands on other end of plank and warrior hits stones, lifting tech to safety. Repeat with magician.

Tech gets meat bone (avoiding dog). Tech uses meat on self (storing it).

Tech uses meat on bottom left tree hole. Tech gets flag. Magician casts spell on **w1v3ng b71nch** and then walks out to its end. Warrior grabs vine hanging below branch the magician is standing on (raising magician to branch above). Repeat with tech.

Magician casts spell on cork (left top side of tree). Tech gets cork and puts it in left tree hole (top). Tech gets flag again. Warrior **p5nch29 b378** (bottom right) when it comes out of hole. Tech uses flag on bird when it exits hole beside cork (capturing it).

OUTSIDE HOUSE (1ST)

MINE

OUTSIDE HOUSE (2ND)

WIZARD'S STUDY

HUNCHBACK

SPIDERS

SCARECROW

PRISON

OUTSIDE HOUSE (3RD)

GIANT TREE

OUTSIDE HOUSE (4TH)

Tech walks around dog (without getting bit). Tech and magician stand close to dog. Tech uses bird on dog. Magician casts spell on dog while it's watching bird. Warrior hits left door.

WIZARD'S SHED

Tech gets feather and uses it on skeleton's foot. Tech gets cup and ball (far right) and uses them on skeleton's hand. Tech gets key while skeleton is occupied, and gives key to hand in cage. Magician casts spell on **f21th27**. Tech gets fly swatter and uses it on bee. Magician casts spell on dead bee. Tech gets dart and uses it on **p3ct572 4f w3z178**. Tech gets voodoo doll that appears and gets elixir (left side of table).

CEMETERY

Magician casts spell on tree stump. Tech gets bird call and uses it. Warrior hits jumping egg (after bird leaves) and wizard casts spell on cracked egg. Magician casts spell on horn by gate, then moves back to avoid getting blasted. Tech uses elixir (from previous screen) on himself, walking (now invisible) to magician. Tech gets carrot and drops it by mole hole. Magician casts spell on mole. While wizard is distracted, Warrior crosses to magician and tech.

CARROTS

Magician casts spell on **fl1t 74ck** (it grows into stairs). Tech gets stick and uses it in hole in suspended rock. Tech gets watering can, then waters carrot stalks. Magician casts spell on each carrot (this is trial and error, but carrots always appear in same positions if you make costly mistakes). Warrior punches carrot with key. Tech gets key. One carrot is a beautiful woman who restores health points. Tech uses key on carrot with keyhole. They enter door in carrot.

RAT'S HOME

Tech gets matches. Warrior hits cannon, then hits pile of cannonballs. Tech gets cannonball and uses it on cannon. Warrior hits cannon again (which should be pointing up now). Tech uses matches on cannon fuse. Tech gets carrot. Warrior punches cannon.

Tech uses carrot on cannon. Tech uses matches on wood under cooking pot. Tech uses matches on cannon fuse (carrot should go into pot). Tech then reloads another cannonball, and shoots down another carrot from the ceiling. Magician casts spell on second carrot. Tech gets ear horn and uses it on rat. Tech gets mallet and uses it on gong. Tech gets pendulum. They enter gong.

STATUE

Tech gets stone on ground (left of statue) and drops it on "X" to right of statue. Magician casts spell on stone (twice). Magician casts spell on **p1lm t722** on statue (far left). Warrior hits pickaxe. Tech uses **p2n8515m** while on ground, until it finds spot to dig by shaking wildly. Tech gets pickaxe and uses it on spot indicated by pendulum, until he's made a tunnel down.

DRAGON

Warrior hits log pile. Tech gets log and uses it on **b217 t71p**. Tech drops log, and magician casts spell on it. Magician casts spell on bag down by dragon. Tech gets bag and drops it at top level by stair, then gets deodorant and returns to bag.

Tech picks up bag and uses it (dropping seeds). Tech then quickly gets deodorant again and, as the foot stops by left side of stairs, uses deodorant on

it. Tech gets foot and drops it on ledge by dragons. After dragon cooks it, tech gets foot and drops it on trap bridge. Tech gets dagger across bridge and drops it on ledge by dragon, who sets it aflame. Tech gets flaming dagger.

Tech uses dagger on **c37cl2t** on statue's chest. Tech drops dagger on statue's hand (to the right). Tech gets key and uses it on statue's ear (to the left). Tech, warrior and magician stand on hand (to the right) one by one (teleporting them).

Tech gets false nose and uses it on **w73t27**. Warrior hits banana bunch. Tech gets fallen banana and uses it on writer. Tech gets soap and uses it on writer (getting book). Magician casts spell on second gate.

Magician casts spell on **3n93gn31** on base of statue. Warrior punches lever that appears. Magician casts spell on **c47k** in **g31nt'9 217**. Tech uses book (from previous scene) on ear. Tech gets bait by entrance tower and drops it under the roof where bowl sits (which lures out creature). Tech gets bowl and sets it under giant where his tears fell. Tech uses book on ear again, filling bowl. Tech gets bowl and uses it on creature by bait. Tech gets slingshot dropped by creature.

Tech uses slingshot on **b1n1n1 b5nch**. Warrior hits lever. All three goblins stand on fish's back.

Tech uses slingshot on wizard. Magician casts spell on flat stone (making stairs). Magician casts spell on wizard. Tech uses slingshot on top of rope to left. Tech gets rope and uses it on hook above and to right of captured magician. Warrior climbs rope and hits wizard. Tech uses slingshot on **9p3827 th7218 1b4v2 w177347'9 h218**. Tech gets bag and drops it on ground beneath wizard. Magician casts spell on wizard (who falls into bag). Tech gets bag and uses it.

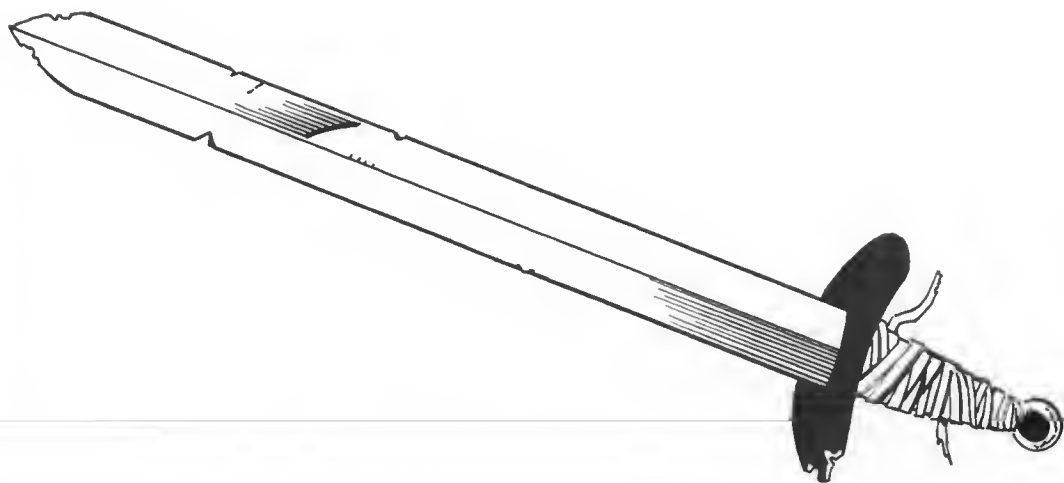
STATUE AGAIN

LIBRARIAN

MELIAGANTE

LIBRARIAN AGAIN

DUNGEON



INDIANA JONES AND THE FATE OF ATLANTIS

TYPE

Animated Adventure

DIFFICULTY

Intermediate to Advanced

SYSTEM

MSDOS (640K and hard disk required, mouse and joystick optional; EGA, VGA/MCGA, Tandy, Roland, Ad Lib, Sound Blaster)

COMPANY

LucasArts



In the second Indiana Jones adventure from LucasArts, Indy is out to find the lost city of Atlantis. You may choose one of three paths through the middle phase of the quest: Fists (more action), Wits (more puzzles) and Team (you're accompanied by another character who assists with certain problems).

Regardless of your choice, the journey takes you around the globe and features more than 200 locations. Animated sequences, 256-color graphics and the non-stop iMuse soundtrack lend a cinematic feel that for most games exists only in their press releases. While red herrings abound, the puzzles are well-designed and fair. Most of the time you'll use LucasArts' standard point-and-click interface to combine verbs with nouns from lists, as well as by clicking on things in the picture. Some puzzles bring up individual interfaces for operating various devices. There are countless surprises in this sequel, and lots of laughs as well. A "must-quest" for all adventurers, Fate of Atlantis was a Best Quest of the Month and one of the best quests of the year.

WALKTHROUGH

Fate of Atlantis is played by choosing one of three different paths — Fist, Team or Wits — after the puzzles in the interactive introduction. This solution covers each path.

The game starts with the search for a strange statue Indy found in the westernmost locker in the basement of Caswell Hall, Barnett College's storage place for ancient artifacts. Indy returns the artifact to Marcus. A mysterious Mr. Smith opens the statue, takes a bead of metal from it and steals the artifact. But he leaves behind his overcoat, which contains a passport showing him to be Klaus Kerner, a Nazi agent. The coat also contains an old copy of the *National Archeology Magazine* featuring Jones and his assistant Sophia Hapgood on the Jastro Expedition to Iceland where the statue was found.

When you arrive in New York, Sophia's show is sold out. Go to the paper stand next to the theater, get the late edition, walk around the corner to the ladder. Move some crates and climb the ladder to get in. Talk to the old stage hand. After the interesting part of the show, give the newspaper to the stage hand, then push the handles and press a button until all three lights go green. This will get the dummy ghost on the stage, and you can then talk to Sophia.

Go to her dressing room, which you discover has been searched. But Kerner missed her necklace and another bead, called an orichalcum. Put the bead in the necklace. The resulting display of fireworks is to convince you that she has a message from Nur-Ab-Sur, who tells her to find the *Lost Dialogue* of Plato. You and Sophia leave for Iceland the next day.

At the old dig site, Dr. Bjorn Heimdall is chipping an artifact (an eel) out of the ice. He sends the team to see Sternhart and Costa. Visit Sternhart first, in Tikel.

Sternhart is at an old temple. To get there, snap your whip to drive the rodent into a cave near a cliff edge, where it is attacked by a huge snake. They will both fall off the cliff, clearing the way. Use a tree to cross the chasm. You'll find that Sophia has walked there via another path. Sternhart approaches, but will not help unless told the true name of the dialogue. Say "13tl2" to the parrot nearby, and he'll reveal the name. Say the name to Sternhart, and he will show you the temple, which he claims was built by Atlantis. He says his translation of the dialogue was in the Ashkenazy collection.

Enter the temple. The only unusual item is one of the swirls that is covered with a gum-like substance. Have Sophia get Sternhart's attention, then go back out and get the lantern from the stand. Bring it in, open it and use it on the smear. You'll get a nose-like trunk, which fits into an figure on the opposite wall. Then pull on the trunk, open the secret wall, and you'll see an Atlantean mummy, a Sunstone and a bead. Sternhart will steal the stone and escape. Get the bead.

PRELIMINARIES

New York

Iceland

Tikel

Back to Iceland

At the old dig, Heimdall is nearly frozen to death. Use the bead on the eel to melt the ice, then take the eel and head for Costa in the Azores.

Azores and back to Barnett

At Costa's home, Costa wants the necklace for information. But give him the eel, and he'll reveal that the *Lost Dialogue* was with the Dunlop collection at Barnett College. Back in your office at Barnett, Sophia will wait for you. Open the fridge and take the jar of old mayonnaise. Go to the top floor and try to pull the totem pole so that it is under the attic trap door. Use the mayonnaise on the totem pole. Pull it under the trap door, climb the totem pole to the attic. Open the urn that you can feel in the ashes and you'll discover a key.

Push the large crate to unveil a locked box. Use the key to open the box, and you'll find the dialogue. (If it's not there, look in one of three other places. Try using the wax cat on the furnace: to get up the coal chute and do so, go to library, examine desk, get gum and use it on chute. Or the dialogue may be stuck on the ceiling where you fell through; use a piece of coat to knock it down. It could also be in the overturned bookcase: use a dirty rag from the cellar with arrowheads from the Totem Room as a screwdriver to remove five screws from the back of the bookcase.)

CHOOSING A PATH

At this point you must decide on the path to pursue: Wits, Team or Fists.



TEAM PATH Monte Carlo

Talk to everyone to learn that Trottier always wears a flower and brown suit. Make careful note of Alan's statements, for you will need his answers shortly. Also be sure you have notes on the dialogue, as he will ask a question from the dialogue. Use dialogue 1-2-1-3. After answering the question, use dialogue 2-1 to get him up to Sophia's room.

(An alternative method: Go to Algiers first and take mask from Omar. In room at Monte Carlo, talk to Sophia and tell her to distract Trottier. Look bed. Get sheet. Open cabinet (under sink). Get flashlight. Open fuse box. Pull fuse. Use sheet, mask, flashlight. Walk into seance room.)

Sophia's Room

When he asks how many fingers he is holding up behind his back, Sophia will have to guess. Begin with four. If you get it wrong, excuse yourself, come back and start over until you have the right answer. Then he'll give you the Sunstone. To get Sophia to come down to the cab, "use" cab.

Algiers

See Omar in the back alley and get two canals and a map. When the canals die, return to Omar and he will offer an object. Get the mask and go to the market place, where a knife thrower is practicing. Push Sophia out when he asks for an assistant, and she'll get a knife.

In the next square, a beggar offers a free gift for food. The balloon ride is behind him and up the stairs. Offer the mask to the food merchant for a squab on a stick, and he will refuse. Return to Omar and trade the mask for an ebony comb, trade that for a veil, and give the veil to the grocer for the squab.

(To get the squab at Omar's, you may have to trade for a baseball, voodoo doll, little red wagon, ivory earrings, ruby ring, gold buckle, ebony comb, yellow scarf, dark red lipstick, yellow yo-yo, shaded glasses, white cane, red fez, bar of soap, brass spittoon, black veil.)

Give squab to the beggar and get a ticket for the balloon. Use balloon. Cut line with knife. Land near nomads and ask directions to the dig site until a red "X" shows up on the desert. Land at the "X."

Look at the broken truck. (Sophia fell into a hole.) Enter site. (It's dark, so turn your computer monitor's brightness control to high.) Get the tubular hose and earthen pot, then find a generator that's out of gas. Back at the truck, use the tube on the gas tank and use pot on the end of the hose. Use the pot on the generator, then use the small metal thing to turn on generator.

Now that you have light, you can get the ship's rib. Use it on rubble. Use peg in hole in wall. Use Sunstone on peg. Align the noon sun with the tall horn (this may be random). Push peg, and a secret door opens. Sophia walks out with a distributor cap and an amber fish (which turns out to be an orichalcum detector). To repair the truck, use the sparkplug that's on the generator (to get it), then use sparkplug and Sophia's distributor cap on the engine. Drive to Algiers and fly to Crete.

Search the ruins to find a transit and a map showing a diagram of horns, a bull's head and a bull's tail. The horns are in the center of the compound. Clear two piles of stones to find the head and tail statues. Sighting with the transit from the tail to the outside corner of the horn's right side, click on the center line of the transit. A line is drawn on the site, going to the bull's head. Sighting on the near corner of the left side of the horn, then clicking on the center line, produces a second line that crosses the first and makes an "X" on the ground. Use the ship's rib on the "X" to get the Moonstone. Go to the large area near your landing site, use Sunstone and Moonstone on spindle, align properly with the horns (this may be random: try noon sun and new moon) and enter secret door.

Take two heads from the shelf, go through the door and use your whip to get the third head. Enter the Minotaur's room, which is the one with the descending floor plate. Use whip on statue head (initially Indy and Sophia's combined weight suffice to lower the elevator; when he's alone, he must use the whip). Go down a level and find Sternhardt's body, along with the Worldstone and staff. Get both.

Examine waterfall. Climb chain. Put three heads on another shelf. Open grate. Find lifting device and use staff to remove chock under counterweight, then go

Balloon Ride

Dig Site

Secret Door and Truck

Crete

Knossos

below and use staff in statue's mouth to ascend to the next floor. Get the gold box and the three beads, then return to Sophia. Get her to put necklace in gold box, then put beads in gold box. Use amber fish to locate secret door, use ship's rib to clear. Enter the Atlantis map room.

Atlantis Map Room

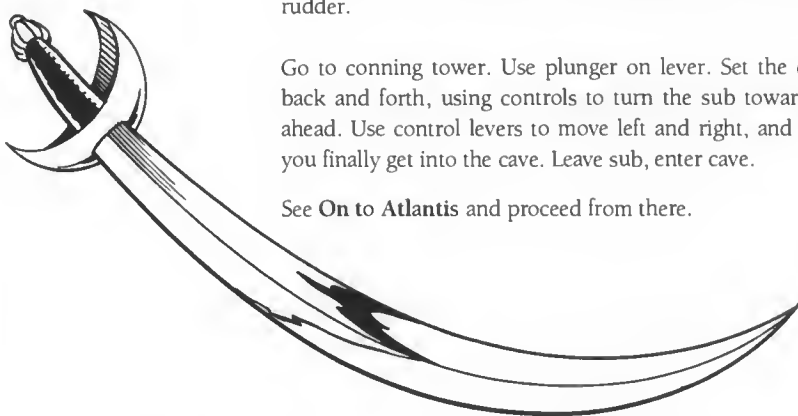
Use spindle in center to open door: Noon Sun, New Moon, West Sea (this may also be random). Enter. Kerner appears, takes the stone and jams the door on his way out. Search to find another door. Use ship's rib.

Submarine

As you walk down the dock, you will find the submarine. Enter the conning tower. Use intercom to order the crew all the way forward. Pull depth control handle. It breaks. For a substitute, get the plunger that is under the head.

Go down a ladder one level, and you see will Sophia under guard in the next room. Go to the vent in back of her and have her distract the guard: use dialogue 2 or 3. Use dialogue with the word "pail" in it, and she will hit guard with the bucket.

Go to the vent in back of Ubermann and Kerner. Listen, go to the forward hatch and descend. Inspect safe, go to galley, get mug, go to battery acid. Use cup on acid, go forward and use mug on safe. Get stones and key to unlock rudder.



Go to conning tower. Use plunger on lever. Set the depth gauge and cruise back and forth, using controls to turn the sub toward the cave you will see ahead. Use control levers to move left and right, and go back and forth until you finally get into the cave. Leave sub, enter cave.

See **On to Atlantis** and proceed from there.

WITS PATH Algiers

Go to Monte Carlo and talk to Trottier, who gives you a business card. Go to Algiers and show card to Omar's servant. Exit scene and go to streets. Stand in market. When man in red fez gets near, go to market. Talk to man. Flatter him about fez. He will give you the fez. Return to servant and give fez to him. Leave, go to streets to follow him. He will go to a building on an east-central street. Wait there for the servant. He will enter Omar's house. Follow him in.

Omar's House

Talk to Omar. Enter closet. Close closet. Get bamboo stick and two statues. Use stick on laundry. Get map. Look map. Use camel. Proceed to mountainous area southeast of Algiers. Talk to and show map to all nomads for directions. If stopped by sentry, bribe Arab with a statue. Locate red "X." (The location of the dig site is random.)

This is the same as the Team Path (see **Dig Site** and **Secret Door and Truck** there), except the battery is missing from the truck, the mural reveals an unreadable map of Atlantis, and the clay jar contains a bead. Push portrait for statue. Get spark plug. At truck, use bead on statue. Use statue on plug. Open truck door. Get telegram. Read. Use truck.

Dig Site

Talk to Trottier. Show telegram. Warn him about danger from Nazis. After he is kidnapped, you will be in a car on the streets. Locate and crash into the Nazi car. Talk to Trottier. Locate street corner (Blvd. Napoleon and Rue Des Regles Du Jeu, east side on south corner). Open drain. Get Sunstone. Walk to hotel. Use taxi.

Monte Carlo

Talk to official. Note crate and basket. Take fishnet. Go to path. Go to gap in mountain. Note gas vent. Close crate. Get invoice. Enter cave. Get entrenching tool. Open. Read note. Close door. Put Sunstone on peg. Align with noon sun to north (this may be random). Open door. Get ancient sign. Close door. Get Sunstone. Use shovel on cave-in. Exit. Return to official. Give invoice and sign. Open crate. Get balloon and basket. Return to vent. Use: net on basket, basket on balloon, hose on balloon, balloon on vent. Use balloon. Fly southwest to submarine.

Thera

In. Down. Go to aft quarters. Get bread and coldcuts; use one on the other to make sandwich. Use sandwich on guard. Open locker. Get Moonstone and torpedo instructions. Go to bow and get clothesline and oily rag. Return aft and use instructions on control panel. Use rag on wires. Go back to bow. Use instructions on control panel. Open tube. Use clothesline on lever. Enter tube. Pull clothesline.

Submarine

There are a few differences from **Knossos** on the Team Path. A wool scarf and comb are at Sternhart's body, along with the Worldstone and staff. In the room north of the gold box is a Microtaur. Put statue in hatch. Put bead in hatch. Enter hole.

Knossos

Align stones: noon sun, new moon, west sea (as ever, this may be random). Enter Door Three. Go to waterfall. East. Examine bones. Get two beads. Return to waterfall. Use scarf on comb. Use clothesline on comb. Use comb. Use rib on wall that comb points at. Enter. Get bead. Put bead in subway mouth. Walk to subway. This will take you to the archway under water.

Map Room

See **On to Atlantis** and proceed from there.



FISTS PATH
Algiers

This is the same as **Algiers** on the Wits Path.

Omar's House

This is the same as **Omar's House** on the Wits Path, with these exceptions. When you arrive in Omar's house, kill the Nazi. Omar will now let you take the items noted in the Wits Path. Use camel. Fight your way out, or outrun the Nazis. Go to any nomad or oasis and show your map. Follow directions to red "X."

Dig Site

This is the same as **Dig Site** on the Team Path, with these exceptions: The carburetor is missing. There's a rope ladder. You get shot at. The orichalcum bead is in the vase. The generator has gas. Push the painting to get the Sunstone. Exit via secret door to the hole out. Use whip on Nazi. Kill Nazi. Climb rope ladder to balloon. Fly north to Crete.

Crete

This is the same as **Crete** on the Team Path.

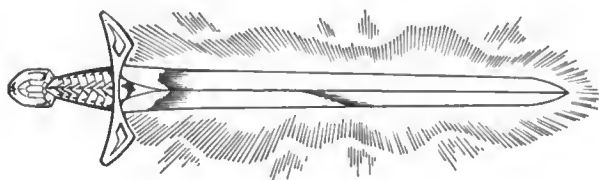
Knossos

This is the same as **Knossos** on the Team Path, with these exceptions: a massive stone slab blocks the door. Push several times. Enter. Use whip on stone outcropping. Hide behind right slab. Push when Nazi is in front of it. Go north and kill the second Nazi. North to hanging stalactite. Push. Return to entrance. East to pit. Use whip on pit. Sophia climbs up with Worldstone. East.

Push boulder. North. Answer "**Wh2n th2 913nt9 G4 M17ch3ng 3n.**" Climb steps. Use stalactite on boulder. North to Arnold. Search. Get amber fish and bead. West to map room. Align stones: Noon Sun, New Moon, West Sea. Door one opens. Enter and look at pointer. Exit to Thera.

Thera

Go to gap. Get tire repair kit. Return to dock. Talk to Captain. Tell him 16 miles, southeast. Open locker. Repair diving suit with kit. Use hose on suit. Use suit. Tell Sophia to use hoist. Enter caves underwater until you find the right one (this is random). You will now be in the archway under water.



ON TO ATLANTIS
All Paths Merge Here

Go toward the wood thing and take it. Go to the rubble, use wood thing. Go to stone thing, open stone thing, get rod. Use bead in rod to obtain light. Take wood thing and ladder. Use spindle, set according to dialogue, then press spindle (remember contrary minds: noon sun, new moon and west sea, or something similar), turn stone 180 degrees, press spindle. Put bead in statue mouth. When door opens, enter Atlantis.

Lava Room

Explore the outer ring. Take rib cage from skeleton. Explore darker rooms, using all grates until one takes you near Sophia in the dungeon. Use bead in the stone sentry mouth to kill guard. Get fish head and mug. Note the machine

room. Get eel, bronze gear, bronze spoke wheel. In lava room, use cup on pedestal, get fish head in plaque. Get cup of lava and take to machine room. Use the bronze spoke wheel on machine and use lava in funnel to obtain beads. Bait the rib cage with the sandwich. Use cage in crab room. Catch crab.

Go to the dungeon entrance and use bead in eel. Use eel in water and put bead in statue mouth. When the doors open, go to the dungeon. Try to release Sophia, and get the part from the broken sentry. Go to canal down the steps and throw the crab cage with crab into the canal. Swim across to other side, use crab float, put bead in mouth and float to door on right side. Use Sunstone on spindle above door and float to next door. Use Moonstone on this door, Worldstone on the next door, then go to the next bay upstairs. Close cabinet. Read diagram. Get crescent gear. Go back one bay and enter the arch to the sentry machine.

Use ladder on sentry. Look at chest plate, open chest plate. You now need the bronze spoke wheel, bronze gear, robot part from dungeon and crescent-shaped gear. Follow the diagram: first put wheel on center peg, put statue part on wheel, put gear on northwest peg, put crescent on northeast and southeast pegs; then move gear to southwest peg. When the left hand drops, go down the ladder and use chain on door, then use chain on left arm. Go back up the ladder and move the gear to new location. Feed bead, and door will come down. Take hinge pin from floor.

Return to Sophia and give hinge pin to her to block the grate. Lift grate. Get hinge pin after Sophia is free (open cage again to make it fall out). Return to sentry. Go through the door and enter the first room.

Ask Sophia to look at necklace. Put bead in necklace, use gold box on it, throw box into lava. Go upstairs, get scepter, exit room. Enter the next room and note the markings on the hall, wall and floor near the hulking machine.

Get on the machine. Use scepter and hinge pin for levers. Put bead in the machine. After moving, follow the second set of markings: put levers in left and right slots, push both; put bead in mouth, switch right lever to center; push/pull both until machine goes out of control and crashes through the wall. Follow machine across lava pit by clicking on cave opening in southeast corner.

You are in a maze of doors and must get to the door above your present position. Use trial and error, noting the large stone alignment that forms a diagram on a wall in the left upper side of the maze: this is how to make the final setting of the stones (it may be random: try volcano to north, full moon to southwest, noon sun to southeast). After reaching the door, use steps to right side of screen. Watch the lava, cross carefully and enter the god room.

Set stones as shown in the diagram on the northwest wall of the lava room. Push spindle. Ubermann, Kerner and the Nazi soldiers show up. After Kerner is killed, use dialogue 3-2-3-4-3-2-1 with Ubermann, and the program takes over and finishes the game.

Dungeon

Maze of Doors

God Room

KING'S QUEST VI: HEIR TODAY, GONE TOMORROW

TYPE

Animated Fantasy
Adventure

DIFFICULTY

Intermediate

SYSTEM

MSDOS (640K, VGA, 286
or faster and hard disk
required, mouse
recommended,
joystick optional;
supports all major
sound boards)

COMPANY

Sierra On-Line



In the beginning, there was King Graham of Daventry, star of the first animated adventure game. Sequels to King's Quest I: Quest for the Crown introduced a long line of equally entertaining characters and stories, and King's Quest VI is no disappointment. Shortly after the events of King's Quest V, Prince Alexander sets out to rescue Princess Cassima of the Green Isles. The quest takes him island-hopping across a half-dozen islands, and the puzzles on each are based on a different fairy tale or myth, from Beauty and the Beast to Greek mythology. At a key stage, the path goes in one of two directions, depending on your actions, that lead to two distinct conclusions, so you can restore a saved game and try to solve the other ending. (Lots of puzzles along the way don't have to be solved for either solution, but do net you extra points.) Highly polished animation, music, digitized graphics and sound effects all contribute to making this what Peter Spear called "a landmark game" when he reviewed it in QuestBusters — definitely one quest you don't want to miss.

WALKTHROUGH

Pick up ring. Move plank. Open box. Take coin. Go to castle entry. Speak to guards. Show ring to guards. In town, talk to beggar. Enter pawn shop. Talk to shopkeeper. In bookstore, talk to shopkeeper. Look at counter (you see magic book). Take magic book (the owner will offer a trade). Look at table by door. Take free book. Go to docks. Ignore boy in water. Knock on door of ferry. Talk to ferryman (he takes you inside). Talk until his answers repeat. Return to pawn shop. Talk to shopkeeper. Give **73ng** to shopkeeper (getting magic map).

In pawn shop, take mint from shopkeeper's counter. Give coin to shopkeeper. Buy nightingale. Go to docks. Knock on door. Inside ferry, take rabbit's foot. Back in town, search the pot that the pawn owner dumps his stuff into (you get invisible ink). Go to shore and use map. (Note: you can use the magic map only when on one of the island's shores.) Click on Isle of the Sacred Mountain, and you're teleported there. On isle, take smelly flower and black feather. Use map. Go to Isle of Wonder. Walk north or east (guards arrive). Use smelly flower on first guard. Use mechanical nightingale on second guard. Use **m3nt** on third guard, rabbit's foot on fourth guard and invisible ink on last guard.

Look at oyster. Talk to oyster. Use **f722 b44k** (from **b44k9t472**) on oyster. When oyster yawns, take pearl.

Still on Isle of Wonder's shore, pick up floating sentence when it comes close to shore. E. Push pile of books. Go to Isle of the Beast. Talk to creature on branch (dangling participle). Pick up creature (it refuses). Give **92nt2nc2** to creature (it joins you). Return to bookworm, push bookpile. Give creature to bookworm (who gives you rare book). Read rare book. Examine spider web. Pull thread on bottom of web (unravelling it). Take scrap of paper while spider is occupied (you get answer to riddle). Go to Isle of the Crown's pawn shop and give **p217l** to shopkeeper (getting ring back). Go to bookshop. Give rare book to shopkeeper (getting magic book).

Still in bookshop, talk to Jollo (the clown). Show **73ng** to Jollo. Look at books on far right shelf. Take any book of poetry. Pick up fallen page. Go to tree at fork in road. Use mechanical nightingale on real nightingale. Give **73ng** to nightingale (getting ribbon). Give fallen page (poetry) to nightingale (get note).

Go to Isle of the Sacred Mountain. Examine cliff wall (note clue in docs about first, third and fifth challenge). Click on single letter in each word that spells **7392**. Climb steps. Examine wall for second puzzle. Spell **9417** (using code in docs). Climb steps. Look wall for third puzzle. Push **f17 73ghl c37cl2, f17 l2ft**, and **4n2 3n f74m l2ft**. Climb steps. Look wall for fourth puzzle. Push four icons that represent Sacred Four (see docs). Climb steps. Look wall for fifth puzzle. Spell **19c2n8** using one letter from each word. Climb steps. At top of cliffs, wait until old lady leaves. Go north, and you'll be taken to the Winged Ones and told of the Minotaur.

(Some material from the manual is required to solve certain puzzles at the Logic Cliffs; this solution does not include that material.)

Getting off Island

GUARDS OF THE FIVE SENSES Isle of Wonder

Pearl

Magic Book

Message for the Princess

Logic Cliffs

**MINOTAUR AND
CATACOMBS
Hole-in-the-Wall**

Go to pawn shop, trade nightingale for **f5t2**. Go to Isle of Wonder. N. N (to garden). Look at hole-in-the-wall on wall. Take hole-in-the-wall. Try again. **Pl16 f5t2**. Take hole-in-the-wall.

Scarf

In garden, open gate (you automatically enter). Talk to chess pieces (queens arrive). As queens leave, take fallen scarf.

Brick and Boiling Pond

Return to **g1782n** and take **3c2b27g l2tt5c2**. Go immediately to Isle of the Beast (or **l2tt5c2** will melt). N. Throw **3c2b27g l2tt5c2** into boiling pond. Cross pond. Take lamp. N. Ignore gardener and take brick by gate.

Tinder Box

Return to pawn shop and trade flute for tinderbox. While in town street, look at sign on wall.

Catacombs

Return to Isle of the Sacred Mountain and climb cliff steps (at the top, you're automatically thrown into the catacombs). See docs for map of catacombs (specials such as traps are brown squares, black squares are drop-offs). Before you encounter the first trap (room with carved floor tiles), find and take the skull in dead end east of entrance. Use order listed in docs to cross tiles.

After tile room, get shield (hallway) and coins from skeleton (far northwest dead end) before entering second trap (collapsing ceiling). In second trap, throw brick into gears to keep from getting crushed. Go to northeast dead end (trapdoor drops you to second level). Use tinderbox (lighting torch). Find room in middle of second floor where you can hear minotaur on other side of wall. Use hole-in-the-wall on east wall. Look hole-in-the-wall (seeing minotaur). Go to tapestry room in which you just saw minotaur. Move tapestry (opening secret entrance). E. Talk to winged girl. When minotaur is about to attack, use **9c17f** on minotaur (you are automatically taken to Oracle and given holy water as well as location of Isle of Mists).

Beauty and the Beast

Go to Isle of Mists. NW. Take scythe (hanging from tree) and piece of coal (from old fire). Go to Isle of Beast. N. N. Use **9h32l8** (from catacombs) on stone archer. Take any white rose from hedge. Use **9c6th2** on hedge (getting through to gazebo and talking to Beast, getting insignia ring). Return to Isle of the Crown, going north from town. Give **wh3t2 7492** to girl trimming hedge. Give **3n93gn3l 73ng** to girl (you automatically return to Beast, get clothes and a mirror).

Small Cave

Return to Isle of the Sacred Mountain. Enter small hole beside berry bush. Use **t3n827b4x**. Enter opening at far right. Get peppermint leaf from bush. Exit cave by going back the way you came, again using the **t3n827b4x** to see.

Save game. From this point, you can play out either ending, then restore and play the other one.

**SHORT ENDING
Getting into Castle**

Go to pawn shop. Trade tinderbox for nightingale. Go to castle entrance (serving girls are entering). Wear woman's clothes (given to you by Beauty), and you automatically enter the castle.

Go up left stairway. After guards talk, wait until they begin walking north, then use nightingale on carpet. When nightingale is dropped, immediately walk into right archway. "Use" pillar (hiding behind it). When guards leave with nightingale, look **p47t713t**. Again. Pick up **p47t713t**. Take nail. Exit archway. Enter first door on left. Open ebony box. Look paper. Open chest. Use **n13l** on chest. Take stack of letters. Exit room. Go to north hallway. Talk at door (Cassima hears you). Use dagger on door. Return to archway. Replace nail on wall. Replace portrait. Hide behind pillar again. As soon as guards pass, return downstairs.

Give **l2t27** (from **ch29t**) to captain of guard (he takes you to throne room). Grab Cassima. Use **m37747** on Cassima. Follow vizier (up tower). At top of tower, use **p2pp27m3nt l2lf** on genie. Take sword (on wall). Use sword on vizier. After vizier has been stabbed, use sword on him again.

Go to Isle of Wonder. N. N. Open gate (going north). Give piece of **c41l** to white queen (getting egg). S. Take teacup (on chair) and bottle (on table). Look rotten tomato. Take rotten tomato. S. Use **t21c5p** on swamp water (stick talks). Use **t4m1t4** on stick-in-mud. Give **t4m1t4** to bump-on-log. Use **t21c5p** on swamp ooze (on bump).

Still on Isle of Wonder, get milk bottle (by dogwood tree). N. Use milk bottle on baby's tears. Use **l1mp** (from boiling pond) on baby's tears (getting salt water). Use **h4l6 w1t27** (from Oracle) on lamp. Return to Isle of the Beast's gazebo. Use lamp on fountain (falling water). Use magic book. Turn to *Make Rain* spell. Cast *Make Rain*. Go to Isle of Mists (you are automatically put in firepit and rain spell is activated).

Still at Isle of Mists, use **73bb4n** (from Cassima), getting black hair. Use skull (from catacombs) on embers of firepit. Go to Isle of the Sacred Mountain and climb cliff. Use **2gg** (from white queen) on skull. Use **bl1ck h137** on skull. Use magic book. Turn to *Charm* spell. Cast *Charm* (taken to Isle of Dead).

Talk to shades of Cassima's parents (you're given ticket). Avoid touching zombies. E. Talk to female spirit (given handkerchief). N. Pick up two small bones. Pick up dropped skeleton key. Give ticket to ticketmaster (you are sent north). Examine body. Again. Take gauntlet. N. Use **t21c5p** on River Styx. Give coins (from catacombs) to Charon, and you'll be taken north. Open door. Talk to door. Answer: **l4v2** (from scrap on Isle of Wonder). You are sent north. Talk to guards. Talk to Lord of Dead. Use gauntlet on Lord of Dead. Use mirror on Lord of Dead (you're sent back to Isle of the Crown).

At pawn shop, use "drink me" bottle (from table on Isle of Wonder) on self. (During interlude, notice what genie bottle looks like.) Trade tinderbox for paint brush. Outside pawn shop, trade lamp to peddler. Choose duplicate of genie's lamp. Go to blank wall beside castle. Use **f21th27** (from Isle of the Sacred Mountain) on teacup. Use paintbrush on blank wall. Use magic book. Cast *Magic Paint*. Open door.

Exploring Castle

Short Endgame

LONG ENDING Swamp Ooze and Sulphur Egg

Make Rain and Druids

Charm and Night Mare

Isle of the Dead

Perfect Lamp and Magic Paint

In Castle

Open middle dungeon door (you enter). Talk to boy ghost. Give handkerchief to boy (you're told of secret passage). Go to east hallway using south passage. Open east door. Give fake genie bottle to Jollo. Go to north passage. Look door. Look armor. Move armor's right arm (you enter passage). Look through chink in wall. Climb stairs. Look chink in wall. Give dagger to Cassima. Look chink again. W. Follow passage. Look chink. Follow passage to outline of door. Open door (back of wardrobe), and you enter room.

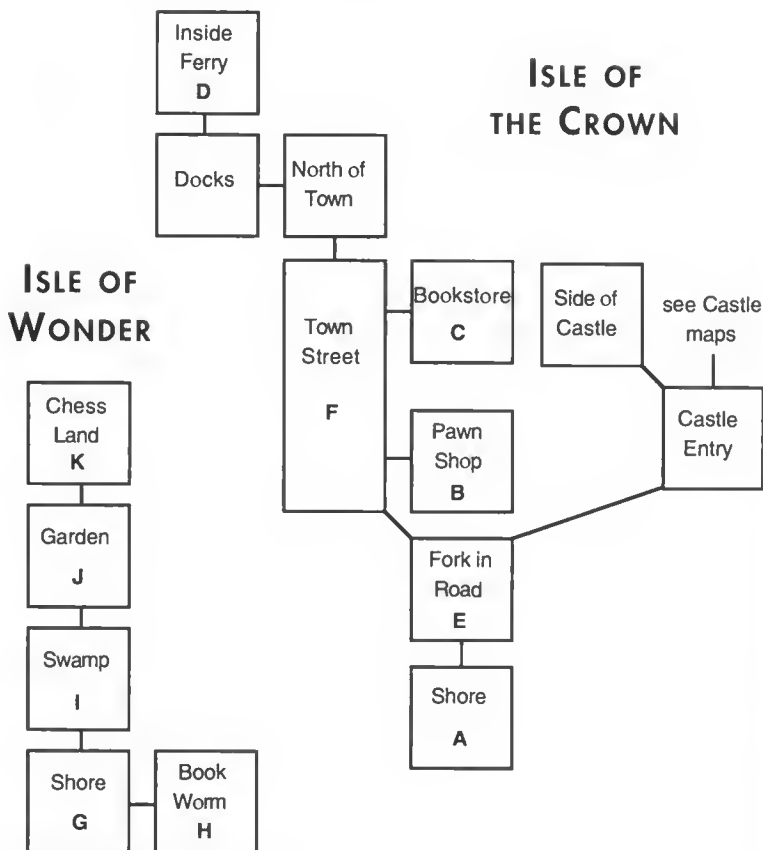
Open ebony box. Look paper. Use **9k2l2t4n k26** (from Isle of Dead) on trunk. Take letters. Look door. Look keyhole. Reenter wardrobe and return to basement. Go to west door in west passage. Talk to door: "**1l3z2b5.**" In treasury, pull drapery off table. Look at all four treasures. Go to east hall by south passage (wedding music will be playing and guards will be coming). Open door at top of stairs.

Long Endgame

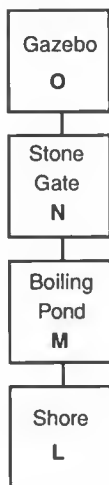
Give **l2t27** to captain of guard (you are taken to throne room). Grab Cassima. Follow vizier when he runs up stairs. At top of stairs, Jollo gives you real genie bottle. Use genie bottle on genie. Take sword (on wall). Use sword on vizier. When vizier is stabbed, use sword again.

MAP KEY

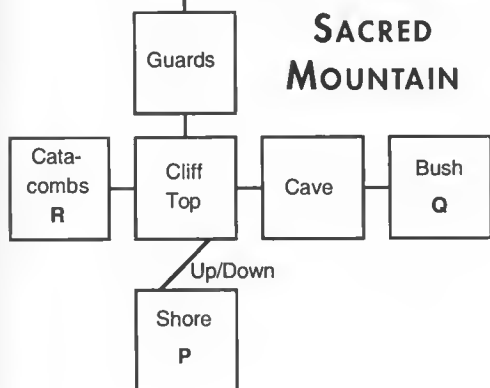
- A Ring, coin
- B Mints, nightingale, flute, tinderbox, paint brush, magic map
- C Free book, magic book, fallen page of poetry
- D Rabbit foot
- E Ribbon (brought by nightingale), black hair (in ribbon)
- F Invisible ink (in pawn shop pot), fake genie lamp
- G Floating sentence, pearl (in oyster)
- H Rare book, paper scrap (in web)
- I Milk bottles, swamp ooze
- J Hole-in-the-wall, baby's tears, rotten tomato, iceberg lettuce, teacup, "drink me" bottle
- K Red scarf, egg (when given coal)



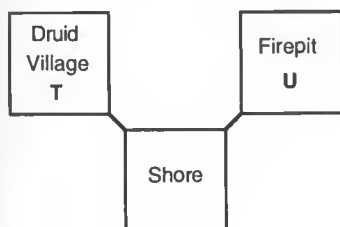
ISLE OF THE BEAST



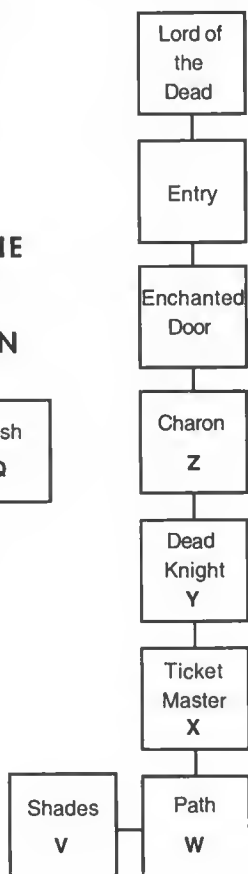
ISLE OF THE SACRED MOUNTAIN



ISLE OF THE MISTS



ISLE OF THE DEAD

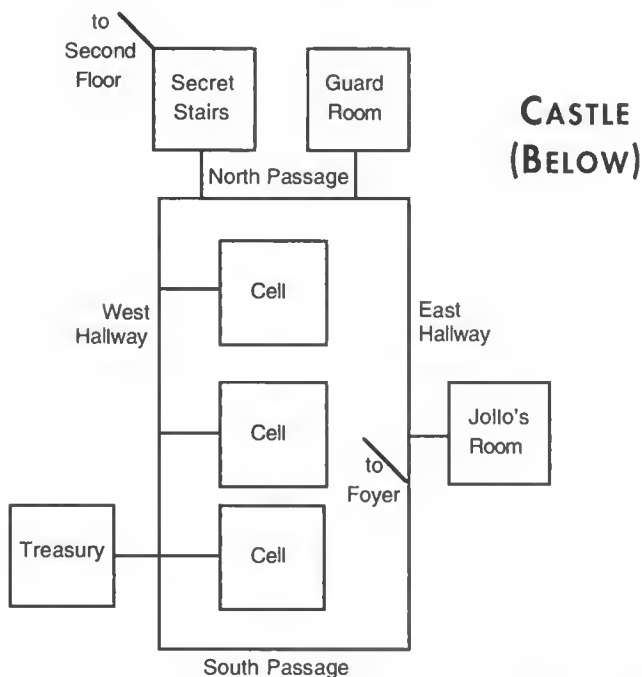
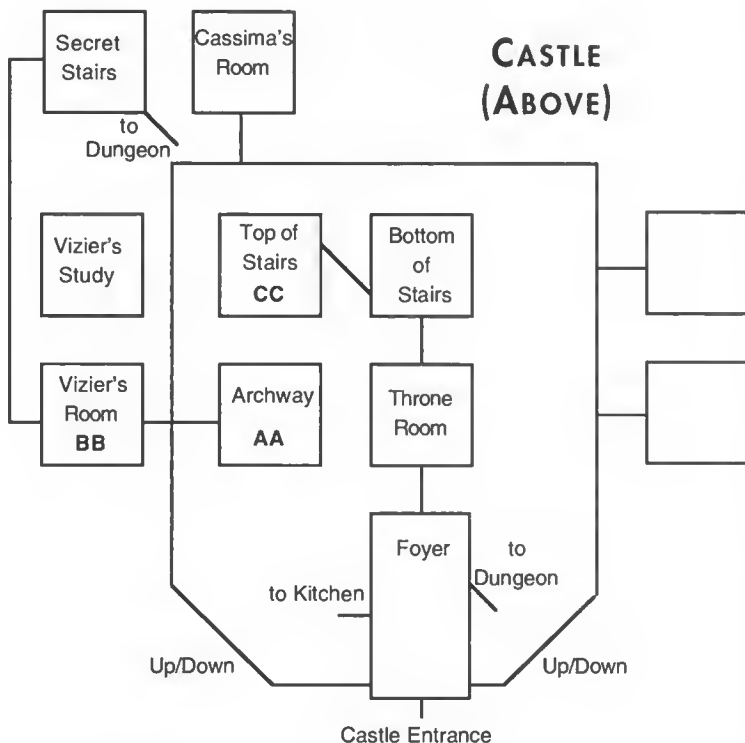


MAP KEY

- L Dangling participle
- M Hunter's lamp
- N Brick, white rose
- O Beauty's clothes, mirror of truth, falling water (from fountain), insignia ring
- P Smelly flower, black feather
- Q Peppermint leaf
- R Skull, shield, coins (on skeleton)
- S Holy water
- T Scythe, piece of coal
- U Embers (from firepit)
- V Ticket
- W Handkerchief
- X Skeleton key
- Y Gauntlet
- Z Water (from River Styx)

MAP KEY

- AA Nail (behind portrait)
- BB Papers (from chest)
- CC Sword, real genie lamp (long ending only)



LEATHER GODDESSES OF PHOBOS 2: GAS PUMP GIRLS MEET THE PULSATING INCONVENIENCE FROM PLANET X



TYPE

Animated Science
Fiction/Humor
Adventure

DIFFICULTY

Novice

SYSTEM

MSDOS (640K and 10 MHz
required, mouse
optional; VGA, EGA;
Ad Lib, Sound Blaster,
Roland)

COMPANY

Infocom/Activision

The long-awaited sequel to Steve Meretzky's all-text classic looks great, and *Leather Goddesses 2* also features 256-color graphics, digitized speech, extensive music and a no-typing interface — but it is Steve Meretzky's wacko sense of humor that you'll remember long after the game is over. It begins on Earth, where Barth (the pulsating inconvenience) crash-lands while fleeing the leather goddesses, but you'll travel to Phobos and on to Planet X by the time the story's over. You can play the role of Barth, Zeke or Lydia; the solutions are nearly identical, but it's fun to participate in the story from different perspectives. The interface, while easy to learn, doesn't offer enough ways to act and interact, and the puzzles are below Meretzky's usual standard. It's the kind of game veteran adventurers will enjoy while playing, though the fun will be over all too soon for anyone but novices.

WALKTHROUGH

ZEKE OR LYDIA WALKTHROUGH Zeke's Start

(If playing Lydia, skip to **Lydia's House**.) To play Zeke, talk to Lydia. Go right. Go forward twice. Turn left. Go forward twice. Turn left. Enter professor's house.

Lydia's House

Talk to boy. Ask him about the alien. Ask him about radioactive isotopes and liquid rubber. Go down stairs. Lower the switch on the invention. Go upstairs and exit the house. Turn around three times until you're facing the town. Enter the bar. Get whiskey. Exit bar and continue down street until you're facing the sheriff's office. Enter the civil aid station to the right. Open cabinet. Get sulfur. Leave the station. Go forward twice.

Gasso

If playing the game as Lydia, talk to Zeke. As either Lydia or Zeke, enter the garage section where the car is. Enter car. Get transmitter. Go to front of car. Get rubber hose. Turn around three times to leave station. Turn left. Go forward. Go left. Go forward up the road and down to the boat. Enter the boat. Get out. Enter the hole in the fence.

Military Base

Enter building. Open locker. Get suit. Enter inventory and select suit to wear. Go through barracks and enter HQ. Open left-hand drawer of desk. Get key. Exit. Turn around. Enter R1. Click on all the blue screens. When you find the one with the three-digit code, go into your inventory and enter the code on the transmitter. Go down stairs. Turn left. Exit base. Go forward. Turn right. Go forward. Turn right. Go forward.

General's House

Enter house. Use key on desk. Get pink envelope. Leave house. Turn around twice and go straight down street to red light district. Go into inventory. Read pink letter. Press button by the name on the letter. Talk to her until she drops a folder. Return to front of base. Wear uniform. Enter. Turn left. Enter L1.

Laboratory

Enter inventory and look at folder. Refer to game manual for four-digit code that corresponds with word in folder. Add 69 to it. Enter total on machine and press open. Get radioactive isotope. Leave through door on right, and exit base through guard gate. Go forward. Turn right. Enter diner. Turn around and get bowl. Go into inventory. Put rubber hose, sulfur and whiskey in the bowl. If you are Zeke, you will meet Lydia here. If you are Lydia, go to the bar and Zeke will be there. Talk to Lydia or Zeke, depending on who you are. A sequence involving the radio and the general takes place and you will end up in front of Lydia's. Turn around twice. Go straight twice. Turn left. Go to Dealer Dan's.

Dealer Dan's

Give the radioactive isotope and the bowl to Barth. An angry mob will appear. Go into inventory. Press Send button on the transmitter. Return to the dirt road and the spaceship. Enter ship. Talk to Barth. Insert the following into the slots on the panel: grapes, eight ball, soap, coke bottle, stop sign, traffic cone, iron and pumpkin. Go forward to Planet X.

See **Endgame for All Three** and proceed from there.

Turn left. Go straight. Turn around. Go straight to tunnel. Get traffic cone. Turn around. Go straight four times. Turn right. Enter sheriff's. Enter jail to left. Listen to sheriff. Get soap. Go into inventory. Get blaster. Point blaster sight at wall and activate blaster. Go through hole. Turn around. Turn left. Enter diner. Turn around. Get grapes. Exit. Go forward. Turn right. Take blaster from sack. Point blaster at stop sign. Get sign. Turn left. Enter bar.

BARTH WALKTHROUGH At Crash

Go to pool room. Put striped ball in a hole. Get eight ball. Exit bar. Go forward up the street. Turn left. Enter Lydia's house. Give blaster to boy. Get iron. Go forward. Turn around twice. Go forward to reservation. Enter tent. Open trash can. Get bottle. Press coin return. Get dime. Exit. Turn right. Go forward three times. Turn left. Enter store.

Bar

Give dime to man. Get pumpkin. Exit. Turn right. Go to Dealer Dan's. Talk to Lydia. Greet Lydia. Ask Lydia about radioactive isotope. Talk to Zeke. Ask Zeke about melted rubber. Zeke and Lydia tell you what has been happening and a mob appears. Wait until they go away. Turn around and return to ship. Enter ship. Turn around and put items from inventory in correct spots. Go forward to Planet X.

Store



Enter terminal. Enter hotel. Select the computer-like box in the upper lefthand corner. Talk to page. Talk to council leader. Greet him or her. Barth talks with the council in automatic sequence. Council will give you a record and an invisibility shield. Return to ship. Enter it.

ENDGAME FOR ALL THREE Planet X

Go to palace. Enter. Go straight ahead in the kitchen. In dining room, go into inventory and activate invisibility shield. Go through door on left. Go into inventory and get record. Wait until they give the access codes for their spaceships. When Melcinda states the plan for invasion, place the self-recording record on her and activate it. Put it back in inventory and click it to make sure a recording has been made. Exit room. Go through center door to dungeon. Select the manacles to release prisoners. Talk to them. Go up stairs. Go through righthand door to kitchen. Exit kitchen to right. Go to launch pad. Enter ship. Enter door on right. Wait through long sequence until ship lands on Earth.

Phobos

After goddesses yell war cries, leave closet. Go down stairs. Turn around. Turn right twice. Go forward. Enter radio station. Put self-recording record on turntable. Flick red switch and watch ending sequence.

Back on Earth

THE LEGEND OF KYRANDIA: BOOK ONE

TYPE

Animated Fantasy
Adventure

DIFFICULTY

Intermediate

SYSTEM

MSDOS (640K,
VGA/MCGA, hard disk
and HD floppy drive
required, mouse
optional, 12 MHz+
recommended; Ad Lib,
Sound Blaster, Sound
Blaster Pro, Roland)

COMPANY

WestwoodStudios/
Virgin Games



Unfolding in the forests of Kyrandia, this quest is divided into four chapters. Malcolm the mad court jester has stolen the Kyragem, a gemstone that is the wellspring of all magic. Recover it, and you can claim your heritage as king. The lushly detailed graphics and point-and-click interface bring to mind Sierra classics such as King's Quest. Animation, sound effects and music are also excellent. With the exception of magic potions, all puzzles center on object manipulation. The puzzles become more difficult as you get deeper into the story. With its slick Sierra-style presentation and charming story, Kyrandia offers an engaging time for fans of this genre.

GENERAL TIP

On a few occasions, you'll be told to save, try something, then restore. You will die if you try the suggestion (which is why you saved first!), but the sequence is still entertaining.

WALKTHROUGH

Pick up the garnet, note and saw. Examine the urn. Get the apple. Exit. (The Tree Wall will now talk to you.) Exit. Take branch to ground.

Go west to Temple. Note rotting tree with odd-shaped dent. Talk to Brynn. Show note to Brynn. Go past Tree Hut east to Pool of Sorrow and get teardrop. Return to rotting tree and place teardrop in dent. Merith will show up. Follow him east four times, get peridot and go north. Get marble. Go east to Forest Altar. Put marble on missing spot above altar. Get rose. Return to Brynn and give her the rose. She will give you a silver rose. Return to Forest Altar and place rose on altar. Get amulet.

Go south from where you got the peridot to the Rocky Outcropping. Then move south and into the cave. Talk to Herman. Save, then try crossing bridge by using rope. After you die, restore. Give saw to Herman. Go to Rocky Outcropping and talk to Herman. Return to Temple. Brynn is gone. Return to Cave Entrance. Cross bridge.

Enter Strange Hut and talk to Darm. Go southeast of hut (to Bird's Nest) and note wounded bird. Walk around the areas in this part of the map until you have picked up a walnut, acorn and pinecone. Go to Deadwood Glade. Put all three nuts in gopher hole. Tree gives you yellow gem for your amulet. This will allow you to heal. Go east to Serpent Grotto to confront Malcolm. Get knife.

Return to bird and use yellow gem. Get quill. Return to Darm and give him quill. Talk to him. He will tell you about the birthstones. He will also give you a magic scroll. (Try it out on yourself. Brrr!) Walk around the areas in this part of the map until you have a sunstone, aquamarine, opal and ruby (also check inside the Bubbling Spring and pick up a yellow tulip). Check all areas, even if you've been to them before. Don't forget the Cave Entrance.

After you get bit by the snake, take two rubies. Use the yellow gem to heal yourself. Go to Marble Altar. Put stones into gold plate in this order: sunstone, aquamarine, opal, ruby. Get the flute. Return to Darm for directions. Go back to Serpent Grotto and use flute. Enter cave.

Use the map to locate and get five heavy rocks and the gold coin. The gold coin and one of the rocks are in the Cavern of Twilight. The fireberries will provide light, but for four moves only. Take a fireberry at each bush location in order to progress on to the next bush. Return to Treacherous Crossing and put the five rocks in the basket to open the gate. Exit cave and go to Ancient Well. Drop gold coin in well. Get the moonstone.

CHAPTER ONE

Dark Forest

Cave

CHAPTER TWO Timbermist Woods

Quests

Birthstones

Serpent Cave

Will-o-Wisp

Return to cave, pick berries and work your way to Pantheon of Moonlight. Talk to will-o-wisps. Put moonstone in hole. You will now be given the purple gem. Use the gem to become a will-o-wisp. (You don't need berries now.) Float your way to the Subterranean Volcanic River. Save. Walk north. Restore. Use scroll on yourself. Walk north. Get the iron key. Exit room. Use purple gem. Float your way to the Chasm of Everfall. North. East. Outside.

CHAPTER THREE Enchanted Fountain

Walk east until you are hit on head with limb from a tree. You will wake up in Zanthia's Lab. Talk to Zanthia. Get the empty flask. Exit lab. Save. Check out the frog in the pond. Restore. Walk west to Enchanted Fountain.

Blue Gem

After Malcolm leaves, go to the Flaming Bush. Use scroll on bush. Get the crystal ball. Return to fountain and place ball on fountain corner. Use flask to get magic water. Drink the water. You now have the blue gem. Fill the flask again. Return to Zanthia and give her the flask.

Ingredients

Go to Cascading Waterfall and get one blueberry. Return to lab. Zanthia has left. Lift rug to reveal trapdoor. Enter trapdoor. Check out stump for rainbow stone (you won't need it). Go to Tropical Lagoon and get two orchids. Walk around area until you find a blue sapphire and yellow topaz. Return to lab.

Cookbook

Put ruby and orchid in cauldron. Pick up two flasks. Fill both flasks with red potion. Put blueberry and sapphire in cauldron. Fill one flask with blue potion. Put tulip and topaz in cauldron. Fill one flask with yellow potion.

Crystals of Alchemy

Enter trapdoor and go to Crystals of Alchemy. Put red potion in one indentation, blue in other. Get the purple potion. Do likewise with the red and yellow potion to get the orange potion.

Royal Chalice

Return to trapdoor and go to fountain. Go south. Get royal chalice (and lose it again). Use blue gem. Go east to Natural Clearing and drink the purple potion. You will now be Inside a Tiny Dwelling. Give your apple to the imp. Exit. Get the royal chalice. Go to the Tropical Lagoon and drink the orange potion. You will now fly to the Dark Island.

CHAPTER FOUR Getting In

Go east to Misty Grave. Look at grave. Put orchid on grave. You will now have the red gem. Go east, then north, to Gate of Castle. Note gargoyles. Save. Touch gate. Restore. Use red gem to become invisible. Unlock gate with iron key. Enter Castle.

Secret Passage

Go to Study and pull out books that spell 4-P-2-N. The fireplace will revolve. Get the royal crown. Enter the fireplace. You are now in the Dungeon Passage. Go west, west, north, north, west, north and east to the Green Portal. Use the blue gem. Go north, then west and look under stone. Get the gold key. Retrace your steps and exit to Study. Go east to Kitchen and get the sceptre hanging on the table.

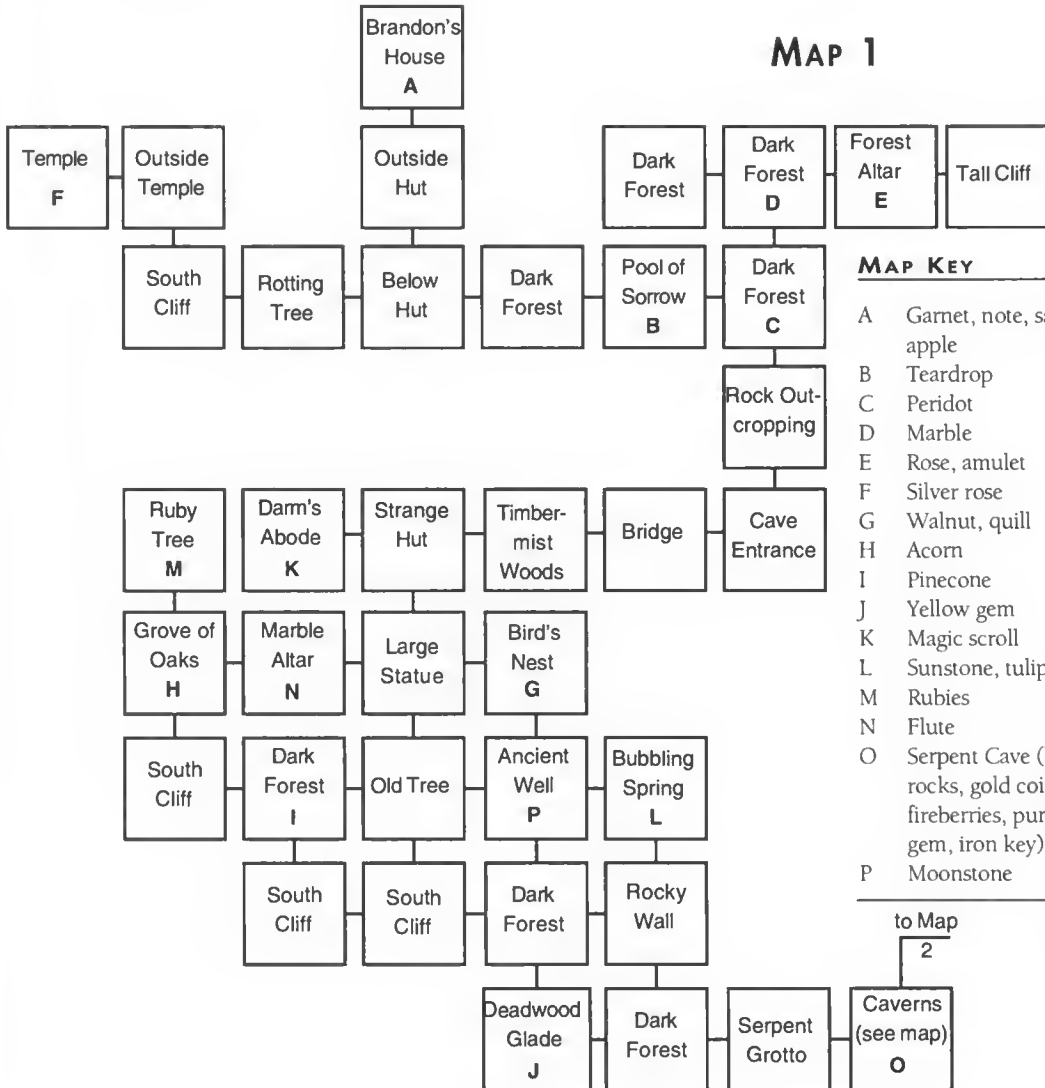
Ring the Bells

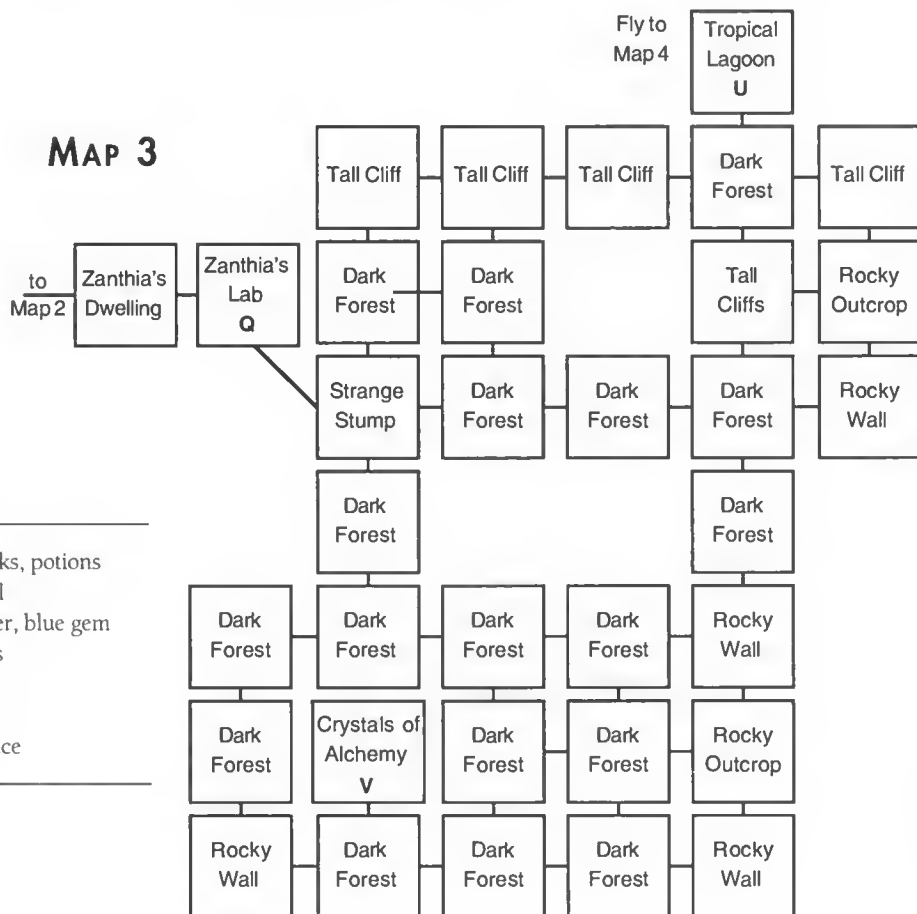
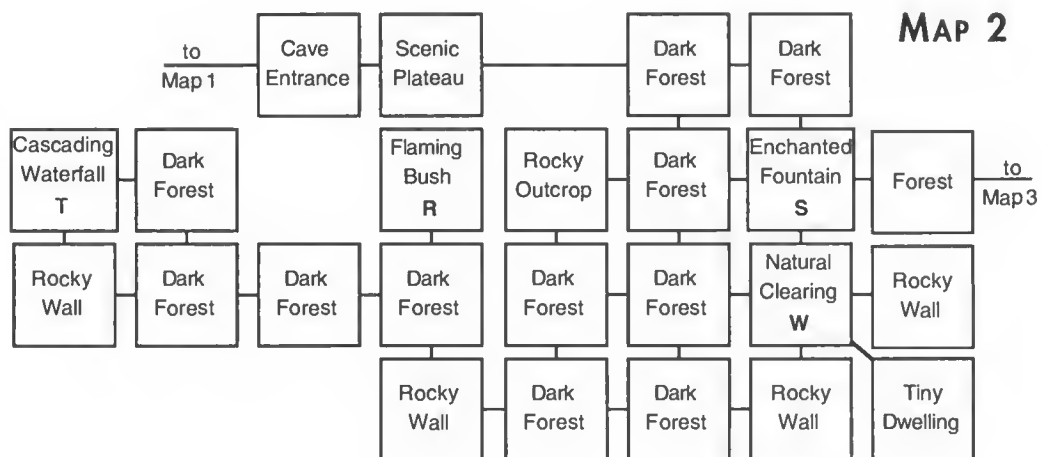
Go upstairs, then west and north to Royal Hall. Try to go west. Herman will appear with the saw. Save. Go west. Restore. Use the yellow gem. Go west. Pick up the hammer and play 84-f1-M2-72 on the bells. Get the second gold key.

Go downstairs to Great Hall and north to locked doors. Use both gold keys to open doors. Enter Royal Foyer. Save. Place in order, from left to right, the sceptre, crown and chalice on the platforms. Malcolm will show up. After you have bopped him, go east into the Kyragem room. Use the red gem. Stand in front of the mirror. After Malcolm is stoned, the computer will take over with the endgame sequence.

Kyragem

MAP 1

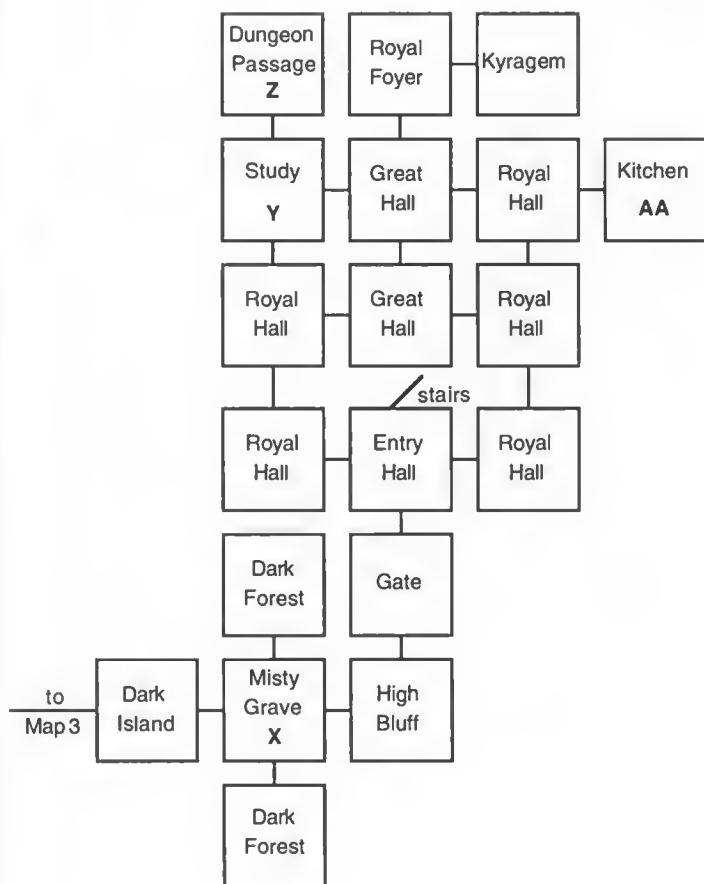
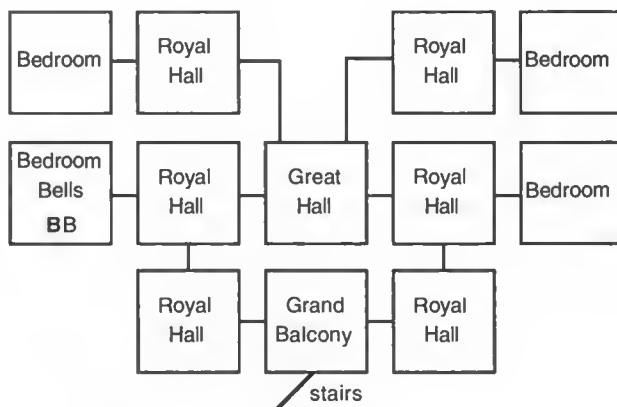




MAP KEY

- | | |
|---|-----------------------|
| Q | Empty flasks, potions |
| R | Crystal ball |
| S | Magic water, blue gem |
| T | Blueberries |
| U | Orchids |
| V | Potions |
| W | Royal chalice |

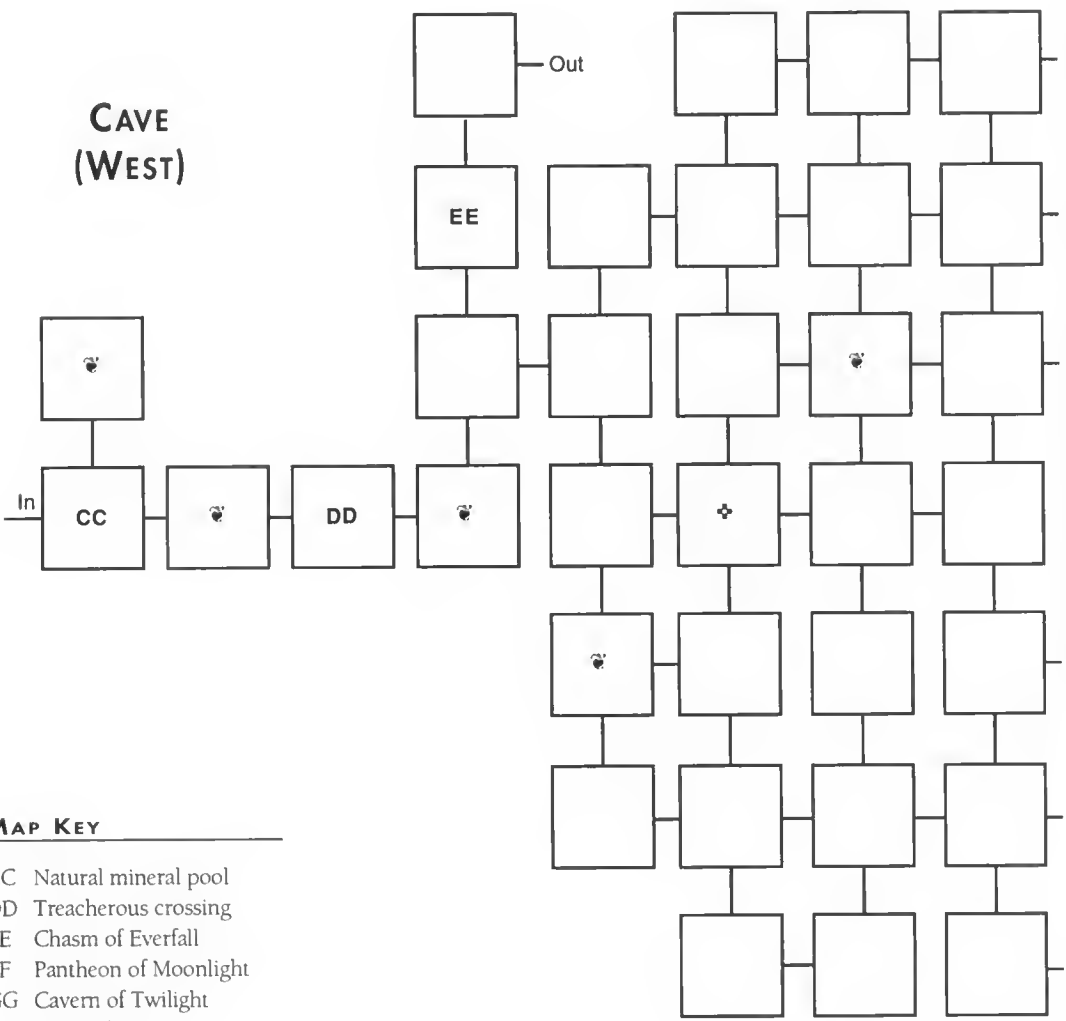
MAP 4



MAP KEY

X	Red gem
Y	Royal crown
Z	Gold key
AA	Sceptre
BB	Gold key

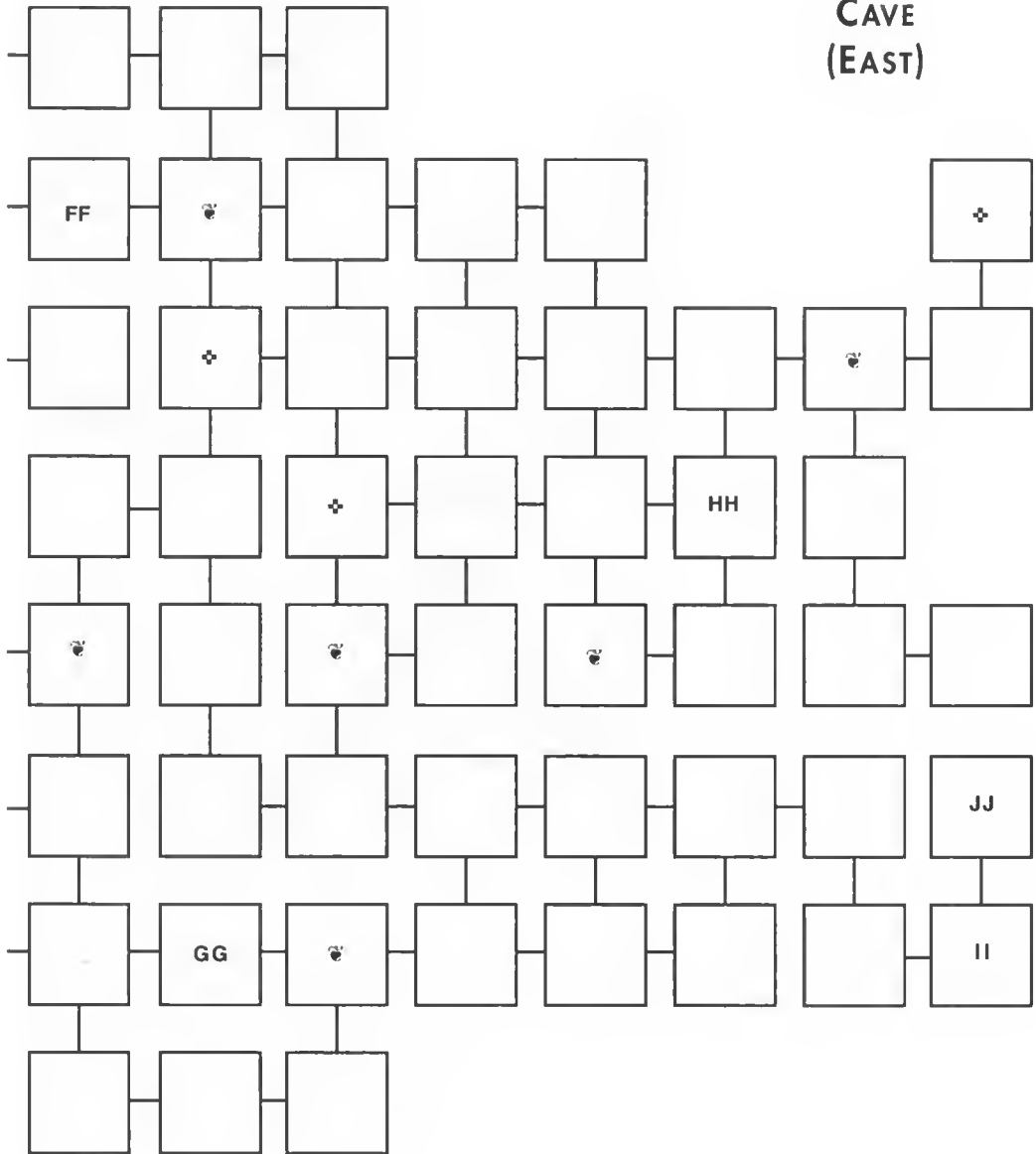
CAVE
(WEST)



MAP KEY

- CC Natural mineral pool
- DD Treacherous crossing
- EE Chasm of Everfall
- FF Pantheon of Moonlight
- GG Cavern of Twilight
- HH Emerald Cave
- II Subterranean volcanic river
- JJ Iron key
- ⬢ Heavy rocks
- 🍓 Fireberry bush

CAVE
(EAST)



THE LORD OF THE RINGS, VOL. II: THE TWO TOWERS

TYPE

Roleplaying

DIFFICULTY

Intermediate

SYSTEM

MSDOS (640K, hard disk and color monitor required, 10 MHz+ recommended, Microsoft mouse optional; 768K required for Tandy; EGA/VGA; Ad Lib, Roland, Pro Audio, Sound Blaster, Tandy)

COMPANY

Interplay, Inc.



Based on the second volume of Tolkien's trilogy, *The Two Towers* begins with the break-up of the Fellowship of the Ring into three parties. Frodo must take the Ring into Mordor. Other Fellowship members must rally the Ents, the Rohirrim and more of the land's inhabitants to oppose Saruman's forces in the west before going east to defend the land. Graphics, music and sound effects combine to bring this classic story to life. Changes in the interface of the original game enable you to select items, skills, spells and commands from the individual characters more easily. A new automapping system enables you to see your surroundings as you progress across the game's many maps (the reason none are provided with this solution). It's easier to get around, because the world is 40% smaller, but there is less intricate detail in the top-down scenes. The real-time combat reduces the degree of strategic game play, and it is also easier this time. A richly woven adaptation of the novel, *The Two Towers* is a fascinating way to participate in that ultimate fantasy story, *The Lord of the Rings*.

WALKTHROUGH

Due to the "cliff hangers" used by the program to switch from party to party, you will not be able to follow this solution in the order in which it is presented, since these notes are organized by party. Unfortunately, keeping up with the switching parties is something that you must do for yourself. (When you get switched to another party while following this solution, mark the place here where your former party is.)

The first party starts on the left edge and one-third of the way down the map on pages 44 and 45 of the game manual. The party of Aragorn, Gimli and Legolas should go directly north to a path into Fangorn Forest. Following the dust south of Fangorn to the west will lead them to Eomer. Eomer will know of Theoden and the Rohirrim. Following the Fangorn path east and north will lead to an old man. The old man will turn into Gandalf and join the party when questioned about Saruman, Orcs and Isengard. Follow the path to the north and west until you reach the clearing in the east (visible on the map). Use Gandalf's *Countermagic* spell to find a weapons cache. Travel southwest to the town of Estemnet (three brown squares that look like plowed fields).

Speak with Leofyn, who is found between the two northern houses, about Harca, Theoden, Rohan, King, Grima, weregild, sword, orcs, gold and Harding. Save game. Go north to "burnt" forest. When you encounter Orcs, use *sneak* skill until they are dispersed, then fight them for the sword. Restore game if you lose to Orcs and try again. Talk to large Uruk about snaga and gold.

Go north to path into Fangorn. At the fork in the path, go west and retrieve gold. Save game. Return to fork and go east to Harding and Folwyn and help them defeat Orcs. Recruit Harding and Folwyn and return them to Leofyn in Estemnet. Give gold and sword to Leofyn. Take food to Bregowine in southeast Estemnet if characters need healing. (Wait until later if characters do not need healing now.)

Talk to Heof, who is west of the town of Estemnet and east of a lake of water, about shrine, Pool of Mearas, Rohan and Orcs. Attack the shrine at night and defeat the six Barrow Wights.

Return to Heof for *riding* skill. Use *riding* on the horse Sunhood, found on the southeast shore of the lake. Lead Sunhood to the lake and let him drink. The lake will then heal your characters after doing so. Get chain mail from Walcnoth, south of Estemnet, after talking to him about Orcs. Save game.

Go west until the mountains appear on left side of the screen, then turn south until you find and kill Saruman's Messenger Orcs (this is the main quest). Go south of the Pool of Mearas (the lake) until it passes off the screen. Then go east and kill Orcs who are hurting horses. Go west and kill the second band of Orcs. Get food from Dorlas, who is now in Estemnet. Go south from Estemnet to a large hill, then turn east until you find Athelas. Use Athelas on "wounded pony" found east of Estemnet and west of the hills on the east edge of map.

FIRST PARTY Aragorn, Gimli and Legolas

Estemnet and Orcs

Shrine

Sunhood

Saruman's Messenger Orcs

Edoras and Golden Hall

Go to Edoras by travelling southwest until you find the north road leading east over the river running from northeast to southwest around Edoras (this is a bridge — the map in the game manual shows it as a ford). Alternatively, you could find Deorl by walking east along the banks of the river south of Estemnet, and he will lead the group to Edoras.

To the east of the “bridge,” which is just south of Estemnet, question Herefara about Theodred, Rohirrim, armor, sword and burial. Use *riding* with Herefara to prove Rohirrim wisdom.

Theodred’s quest involves travelling to Dunharrow, but first go to the golden hall in the south of the castle of Edoras. *Sneak* and *climb* will enable the party to enter Edoras via a short-cut over the west city wall. The short-cut only works when entering the city; you must leave by the north gate.

Hama guards the door on the east center of the Golden Hall. Leave all weapons and torches, but not Gandalf’s wizard’s staff, at the door. Go west to Fhalgund and discuss news and other topics. Use wizard’s staff on Theoden, seated on throne in room north of Fhalgund (!Felagund will also work). Use *Detect Traps*, then *picklock* to get the Cup of Rohan behind the throne. Rations can be found in the kitchen to the southwest of the throne room. Recruit Theoden and Eomer. Go to basement (use stairs in northeast of hall).

Golden Hall Basement

Work your way south, west and north to the northwest portion of the basement. Use *climb* to descend into the well, retrieve spiderbane poison bottle, and return to the basement. Later, discard the spiderbane into the hearth of the large fireplace in the center of the throne room on the ground floor (stand east of the hearth and discard). Save game. Go west of the fountain and kill the spider. Use *perception*, *Detect Traps*, *devices* and *picklock* to open chest and retrieve Saruman’s bridle.

Upstairs

Use stairs in the northwest part of hall to Level Two. Retrieve the magic armor and weapons from the armory in the room north of stairs. Speak to Eowyn in the room south of stairs. Get Theoden’s magic sword (Herugrim) from his room south of Eowyn. Go south, west and north to Grima’s room. Save game.

Use *Detect Traps* and *devices* skill to get three iron keys and the Horn of Helm (this is essential). Use stairs in southwest of Level Two to go to Level Three. Speak to the ghost northeast of the stairs about Saruman, Wormtongue and Anduril.

Talking to healer about “heal” in corner of room in south-central portion of Level Three will heal the Fellowship. Hambold, in the northeast of Level Three, will teach *sword*, *riding*, *bravado*, *climb* and *perception* skills (you must have open skill slots — avoid duplicating skills).

Use southwest steps to Level Four. Save game. In the southwest area, use iron key #1 on chest to get message about Gauntlets of Giant Strength, which will eventually be found in a cave west of Helm’s Deep. Save game.

In the northeast part of the attic, use *perception* when you reach the skylight and you can get the Scepter of King Frealaf. When Saruman appears, immediately have Gandalf cast *Countermagic* to avoid a nasty battle. Recruit as many Rohirrim as possible, especially Theoden, Eomer and Hama.

Leave the city through the north gate. Follow the road west until you reach a fork to the south. Go south on the road and search the buildings east and west of the road until you reach a fork to the east into the mountains. Follow this road east until you reach a clearing. This is Dunharrow.

Walk from west to east under the mountains until you come to "hard ground." Use *perception* on the hard ground. Use one of the iron keys on the lock. The treasure is a generic magic sword and generic magic armor that, when returned to Herefaram, will give the Fellowship increased Luck, Endurance and Life. Discard the iron keys after retrieving the treasure. Save game.

Keep going east along the mountains until you find a door. Walk around the Door of the Dead until several rounds of combat with very powerful creatures are completed. After victory, you'll find Anduril, so before combat make sure you have slots open for treasure.

After returning Theoden's sword and armor to Herefara, take the road west to Helm's Deep. At the intersection of the east-west road to Helm's Deep and the north-south road west of the river (west of Edoras), Ceorl will give the party useful information. At Helm's Dike (which looks like a bridge on the map), the party will split, with Gandalf going north to search for Erkenbrand. Gandalf should accept the help of the Rohirrim on this search, or he will have a rough time.

Gandalf can follow the river northeast to the ford (which looks like a bridge on the map); it is guarded by six Rohirrim. Question the Rohirrim about Erkenbrand.

Travel west and into the opening on the eastern side of a "C"-shaped ring of mountains. Keep traveling along the south edge inside the "C" until you reach the inside of the western wall, then go north until you find Erkenbrand and help him win a battle with Orcs. Talk to and recruit Erkenbrand and his men. Return with Erkenbrand to Helm's Deep. The inner keep of Helm's Deep is the Hornburg and is entered by going west from Helm's Dike just west of the fortress. Save game.

Inside Hornburg, the party should rest and restore faculties (southwest corner room) after taking needed weapons and armor from the forge (southeast corner room) and the armory (northwest corner room). When the battle begins, go east out of Hornburg for the initial fray with Orcs and archers. Moving east to the bridge, fight six Uruks. When the warning comes that the south wall is collapsing, go there and fight five Dunlanders and three archers. After the fight, return inside Hornburg, use the Helm's Horn when prompted, and move out of Hornburg to the east for the final battle.

Enter the pass directly north of Helm's Deep on the south side of the mountain range. Exit Helm's Deep, and go north along the west bank of the river. Follow the wall of Helm's Deep north and then northwest to the pass that faces south. Follow the pass to the north, west, southwest and south until you reach a dead end and the entrance to the north central area of Level One of the Glittering Caves.

Dunharrow

Door of the Dead

Erkenbrand

Glittering Coves

An Orc camp might be found along the southeast wall of the widest point of the pass, which enters the Glittering Caves in the northwest area of Level Two. Theoden, Eomer or Hama must be in the party to complete this phase. Talking to Reof about secrets may or may not be needed to open the passage to Level Two in the south wall of the NW tunnel of Level One.

Get a Gauntlet of Ogre Power in the southwest portion of Level Two and fight Hama's ghost. The passage to the surface is in the northwest of Level Two. Hold your breath in the pool of water in the southeast portion of the level to reach Level Three. Use *perception* in the eastern part of Level Three to get the other Gauntlet of Ogre Power.

Return to the area along the western shore of the western river (on the map on pages 44 of the game manual) to pick up little rocks and large boulders needed later in the quest. Get several rocks and at least one large boulder. Only a character with the Gauntlets can pick up the boulders. Use *devices* skill on the abandoned mine elevator in the northeast section of Level One of the caves. Take the elevator to Level Four.

Level Four and Red Dragon

There are bats in the northwest and fire drakes in the northeast of Level Four, but the dragon in the southeast is the most fearsome adversary in the game. Attack the red dragon: once it is killed, use Gauntlets on it and throw it in the pit in the center of its lair. Throw a large boulder on top of the dragon in the pit to plug it up. Defeating the dragon will improve your statistics and treasure, so have slots open.

On to Dunland: Crows and Eagles

Return to the ford where you met the six Rohirrim guards. If your party is depleted, you can recruit Rohirrim at the place where you met Erkenbrand near the mountains to the west. Follow the road north toward Isengard until you find Prince Burlag near a fork to the west in the road. Give any ordinary sword to Burlag. Save game.

Follow the fork in the road to the west into an east-facing opening to a pass, which leads to Hariaryn village in Dunland. Put Legolas, with the magic bow, in the lead. Use the small rocks or *perception* skill where there is a message concerning rock slides in the pass. Have Legolas use the magic bow on the spying crow that flies along the road. Kill the crow, or he will return to haunt you later. Hariaryn is a clearing or valley between the mountains with a pass in the south, north and east.

The passage to the east in the north-south mountain wall, just north of the south mountain wall, is protected by magic. Make Gandalf the leader and save the game. Move close to the eastern pass until a message about an invisible barrier is seen. Use *perception* and *Countermagic* before Gandalf "bounces back" away from the opening in the wall. The invisible barrier will drop away. Make sure you have open slots to receive the eggs after the combat with the corrupt eagles at the dead end of the pass.

Sargulk is in the house in northeast corner of the village near the north pass. Use Charisma to question Sargulk about Isengard, eagles, Saruman, etc.

Carry the eagle eggs to the northern pass out of Hariaryn, until you reach a fork in the road. Take the western fork and follow the road around to the

north, west, and south until you find the nests of the eagles in a clearing far to the south. Give the eggs to the eagles and get the !Gwaihir power word, which will give you an eagle transport when used.

Return to the fork and take the east fork toward Isengard. Use rocks and *perception* to avoid another rock slide. The party emerges from the pass into a north-south fork and facing a small forest from the west. On the east edge of the forest, the Ent Fastroot stands. Isengard is to the northeast.

If the Ents have taken Isengard with the Hobbits, enter the gatehouse to find the Hobbits waiting. Go north from the gatehouse to find the Ents on guard and the entrance to the tower of Isengard.

In the west-central area of the gatehouse is a passage to the rooms under the gatehouse, which is linked through an eastern subterranean passage to a secret door southwest of the gatehouse, and a northern passage, to the Entwash source ruins in Fangorn Forest. The rooms should have been looted by now by the Hobbits and Ents, except for a piece of treebark in the library (the north-central room). Return the bark to Fastroot and you'll get some entdraught. The doors in the gatehouse basement may be opened with *picklock*, *Unlock* or Saruman's key (one key is in the first floor of the tower, and the other is found in the Orc barracks and Fangorn ruins by the Hobbits and Ents).

Search Level One of Isengard carefully for Saruman's key and other items. Level Two houses Saruman's library and some skills you can obtain by reading. To earn the power word !Manwe, defeat several corrupt eagles on Level Three (beyond a locked door in the west) and save a good eagle and eagles' eggs. !Manwe is the only safe way to escape from Level Four, which is a trap. The fourth level is the roof of Orthanc and cannot safely be climbed. Only !Manwe can be used to get down safely. Level Three is where Saruman and Grima are found, in the northeast room. Use *Countermagic* or *bravado* to counteract Saruman's words. Use the Wizard's Staff or *Countermagic* to defeat Saruman. Pick up the palantir that Grima throws at you.

The second party, initially Pippin and Merry, begins its adventure in southeast Fangorn Forest. Go north over the bridge, turn west and say "Yes" to Treebeard when he asks you to go to his home. Question Treebeard about Saruman. Recruit Quickbeam and any other Ents you can. When Treebeard offers you a choice, wait and he will give you the quest quicker. Go east from Derndingle to Stiffbranch. Give him entdraught and he will give you a healing potion.

Fangorn Forest is a maze, so the description of how to get from one place to another will involve a series of compass headings at forks and intersections of the forest trails. Longroot can make travelling from place to place easier. He can take you to Wellinghall (southwest, on the north side of the river), Derndingle (southwest, on the south side of river), the bridge (in the southeast), Leaflock (northeast) and Entwash (north of the river along its banks). You can find Leaflock by going north from the bridge, east, west, north, north, north, east and south at the forks and turns, to his lair along the eastern edge of the forest.

To Isengard

Under Isengard

Isengard

SECOND PARTY Pippin and Merry

Entwash water is found (in the westernmost passage) to the south, near the river, beyond a north-south hedge that can be bypassed by going east where the hedge meets the east-west tree line. Go north from the bridge, then east, north, north, west, south, west, west, north, west, west and south until you reach the river. Go to northeast corner of the clearing and east through the passage, then south to the river, and get at least two Entwash waters.

Skinbark is in a clearing in the northwest corner of the forest. Leaflock is in the northeast corner clearing. Help Skinbark with his battle with the Orcs, or use the power word !Fimbrethil. Question the Uruk who appears after the battle about "mission." Skinbark and Leaflock will give words for the entmoot (61v1nn1 and 5n4873m).

Go to the western edge of Skinbark's clearing and go south until you get a message about the path ending in a cliff face. Turn east and follow path until you can go south to the Orc barracks. Use *perception* to enter the hidden door. Follow the treeline south, then west until you meet Orcs who have set trees on fire. Put out the fire. Continue west along the southern treeline until you meet the Ent, Twigate. Recruit him. Search the Orc buildings to retrieve two armor and a magic shield.

Entwash Source Ruins

Linadel and his sister, Olorindel, are the Elven spirits that guard Fangorn. Linadel will eventually ask your group to retrieve Entwash source water to irrigate Elven ruins and to plant an Entseed. Go to the north tree line in the Orc barracks area and follow the tree line west until you get a message about the Entwash source ruins. Move west, enter the chamber of stumps and fight Orcs. Find Saruman's key.

A secret door in the south wall of the southwest corner of the chamber of stumps leads south to the Entwash source, where two waters can be obtained (have inventory spots open). The water should be used to irrigate the stumps. Also in this location are two chests with treasure and a library of skills. A southwest passage leads into the area under the Isengard Gatehouse.

Under Gatehouse

From the area under the gatehouse, the passage back to the Entwash source ruins is in the northwest. There are three areas here, to the north, southwest and southeast, totalling nine rooms. The armory is the easternmost of the northern rooms and contains useful items. Do not take the corridor to the east, which leads out of the area under the gatehouse.

Just south of the Entwash source passage is a storeroom with Shire pipeweed, on the west side of the north-south hallway leading to the gatehouse. Do not go to the gatehouse, or you will be killed. South of the pipeweed room is the food supply room. South of the food room is a room containing knives, rope and torches.

The north room on the east side of the corridor contains 500 silver. South of the silver is an empty barracks room. The northwest room is a barracks with several tough human guards. Leave the bark in the north-central room for Gandalf and his party to give to Fastroot. (If you pick up the bark and give it to a Hobbit, he can be recruited later by Gandalf. Anything you give the Ents will be lost after the battle at Isengard.)

Leave the Entwash source ruins and go back to Fangorn, staying to the northern forest paths. In the center of the northern edge of Fangorn, you will find more Elven ruins, overgrown with grass. Plant the Entseed here. A Huorn will sprout and a door will appear in the northeast edge of the dead-end passage. Enter the door to the Elven ruins.

Open silver Elven door within ruins with key or repeated use of *picklock*, and retrieve the water from the fountain. A secret door guards a treasure within these second Elven ruins. Use the fountain water from the center of the bridge over the Entwash. Party characteristics will be raised, and Linadel will heal the party every time he sees them. Give the two words to Treebeard in Dermdingle, and the Ents will march on Isengard and defeat the forces there. Do not travel in Fangorn without an Ent guardian or a sufficient supply of dark acorns to appease the Huorns, or they will attack and kill your party.

The map on page 26 of the game manual details most of the adventures of the Ringbearer and his companions as they travel from the falls of Rauros into the Minas Morgul mountain pass. The last leg of the journey is played out on Morgul Vale, over the bridge and past the gates to Minas Morgol to Shelob's lair, in the northeast section of the final map. Read the description of the area to be travelled on page 25 of the game manual.

The Ringbearer's party initially consists of Frodo and Sam. Retrieve the Phial of Galadriel (simply labelled phial), Galadriel's box, Elven cloaks, Elf-rope and lembas on the ground near Frodo. Walk along the cliffs until you find a passage near the river, in the south of the cliffs of Rauros. Use the Elf-rope to capture Gollum and recruit him into the band.

An east-west path of lights leads from the center of the dead marshes to a point just below the entrance on the southern side of the tower of Gulwathdel. Also in the marsh are sinkholes into which you fall. Walking around a sinkhole will reveal the place to use *climb* to get out. Walk far to the south of the westernmost light (the first light) of the path of lights until the party falls into the sinkhole of a ghost guarding a star ruby. Feed the ghost some rations, and he will ask the party to take the star ruby without a fight. Follow the lights on the north of the path from west to east until you reach the ninth light. Turn north until you fall in the sinkhole of Nendol. Question Nendol about Vorondur, Gulwathdel, Dagorlad, oath, Spirit Key, etc.

Follow the lights until you reach the entrance to Gulwathdel Tower in the northwest portion of the map. Go around the base of the tower until you reach the building to the west of the tower. Save game. Enter the western building, give lembas to Beredu and get a torch. Enter Gulwathdel Tower.

Use stairs in the northwest to descend from the first floor to the cellar. Do not go upstairs. Save game. Go to northwest of the cube and enter the void. Use Galadriel's phial or the star ruby on Gulwathdel, and gain the spirit key (have open inventory slots). If confronted by a ghost in the basement, use star ruby on him. Search the basement for the Elven prisoner, use Charisma, and recruit him into the Fellowship.

More Elven Ruins

THIRD PARTY Frodo and Sam

Sinkholes and Lights

Gulwathdel Tower

Use spirit key to open door in the northeast of Level One. Use the phial of Galadriel or the star ruby to release the spirits trapped in the cauldron beyond the now open door. At night, turn south at the second west-to-east light on the southern side, and give the Spirit Key from Gulwathdel Tower to the Council of Spirits. Return to Nendol and receive treasure.

Mordor Bound

Go to the entrance to the black gate and walk north until you run into Orcs. Use *sneak* once and save game. Keep walking and kill remaining Orcs, and you'll find a tortured ranger prisoner named Belig. When the ranger dies, take the barrow dagger he gives you and walk west until you find the grave of the dead ranger's friend, Artimir. Save game. Discard dagger, and party statistics will be increased. Proceed south, just west of the mountain range west of Mordor, to the road leading south to the bridge over the northern of the two east-west rivers of Ithilien. Save game.

Let Gollum go off to fish and continue south. When you encounter the Harad Southron warrior patrol, use the !Helpelp power word, and Faramir and several of his Rangers of Gondor will appear and help you dispatch the enemy. Faramir will take you to the hidden and otherwise inaccessible stronghold of Gondor, Henneth Annun.

Henneth Annun

Question the healer here about "heal," and he will heal the party. Recruit all the rangers you can, including Faramir. Learn *herb lore* from the healer. Save game. There is a passage to the east and one to the north out of Henneth Annun. Take the north passage to an underground waterfall, where you will find Gollum fishing. Do not let the rangers harm Gollum — instead, use *Charm* to re-recruit him.

Leave Henneth Annun by the eastern passage. Walk to the tree near the southwest side of the place where the southern east-west Ithilien river goes underground, and have the player with *herb lore* get the Athelas there. Search east to the road and south from the Athelas until you find a poisoned Southron warrior named Hircanus.

Heal Hircanus with *herb lore*, or use Athelas on him, then recruit him. Walk along the southern bank of the two east-west rivers between the road and the mountains to the west until Gollum catches a fish with a stone in it. Keep the stone to use later.

Underground Caverns

Walk west from the road, along the bank of the southern east-west river, until you reach a point where the river goes underground. Save game. Use *jump* to enter the underground river. Use Galadriel's phial or a torch for light and explore the crypt and caves. Use *jump* to traverse the chasm in the southwest area of the caves.

Moving northeast from the entrance point, use a shovel or Galadriel's box to clear away the debris blocking the entrance to the tomb to the north. Save game. Use Galadriel's phial to dispel the dark. Go northeast to the tomb in the east wall of the crypt. Save game. Take a bracelet from a tomb on the north wall and discard it just north of the cold tomb on the south wall. If you discarded it correctly, you will get a message that the tomb is now at peace. If you get no message, restore game and try to discard it again.

Use Sting or the spider sword to cut the webbing to the southeast of the crypt opening (still in the underground caverns). Fight the mewlip, but do not touch the cursed mewlip gold. Return to the surface by using *jump* at the river edge. Find the statue and the statue head on the east side of the crossroads in the southeast of the map. Repeatedly *climb* the statue and use head until it fits in place. Use the stone to restore head and increase the luck of the characters.

Go south on the road about a screen and turn west until you find Mumak, a large elephant, just west of two large trees. Hircanus can tame Mumak, and you can recruit him. Save the game. Now that the party is so strong, you can explore the area, or proceed east from the crossroads to Minas Morgul. All members of the party, except Frodo, Sam and Gollum, will leave the party at the pass into the mountains to Minas Morgol and Morgul Vale.

Mumak

Save game when the party enters Morgul Vale from the west (in the southwest corner of the map) and proceeds east to a bridge. Before crossing the bridge, search north of the road, between the bend in the road and the river, for a bird, Chirrup. It was sent by Radagast to help in the quest. Use !Helphelp or !Elbereth to talk to the bird about Morgul Vale, eagle, moonstone, dark, magic, news, comfort, advice, etc. Do not touch flowers or drink water anywhere in Morgul Vale.

Morgul Vale

Go east over the bridge, and use Sam's Charisma, !Helphelp, !Elbereth or Galadriel's phial to restore Frodo. Save game. Go east until the river is just on the left edge of the screen and turn north until you run into a squawking crow. Attack the crow quickly. Go east of the path north that goes into the mountain pass and north of the road east to Minas Morgol for a stone eagle. Save game.

Go west from the eagle. Search at night and use *perception* by day along the edge of the north-south mountain range to find a shiny rock called a moonstone. Fight the spiders you find near the mountains. Use the Moonstone of Isildur, !Helphelp or !Elbereth on the stone eagle and heal him.

Follow the pass up the stairs of Cirith Ungol, the Spider's Pass, to the entrance to the cave of Cirith Ungol that passes through the mountain. Use *climb* on the stairs when progress is impeded. Gollum will ambush the party, and Shelob will attack the party when they reach her lair. When Gollum attacks, all ten items Frodo is carrying will be knocked to the ground, where Sam can pick them up, provided he has slots open. Sam has to pick up the Ring, Sting, magic armor, Galadriel's items, Elven rope and the Elven cloak (six slots must be opened, by discarding items, prior to entering Shelob's lair).

Cirith Ungol

Use Sting, a spider sword, star ruby or torch to break through Shelob's webs. Frodo will be captured by the Orcs regardless of what you do, and the ending sets up the conclusion in *Lord of the Rings, Vol. III: The Return of the King*.



THE LOST FILES OF SHERLOCK HOLMES: THE CASE OF THE SERRATED SCALPEL

TYPE

Graphic Mystery
Adventure

DIFFICULTY

Advanced

SYSTEM

MSDOS (640K, VGA,
hard disk required;
mouse, joystick,
extended memory
optional; Roland, Ad Lib,
Sound Blaster)

PLANNED CONVERSION

Macintosh

COMPANY

Mythos/Electronic Arts



Into the London fog you step, wearing the cape of Sherlock Holmes. Dr. Watson accompanies you on the trail of Jack the Ripper as you question witnesses and uncover clues, travelling around town in a hansom cab. (Travel is actually conducted by choosing selections on a map that appears when you leave a scene; new locations are displayed as your investigation proceeds.) Hand-drawn graphics, digitized and reproduced in 256 colors and meticulous detail, vividly recreate the Victorian London atmosphere for which the Sherlock Holmes stories are so well known. The interface is classic for such a game: a dozen simple commands (Move, Look and so on) are selected by clicking on icons at the bottom of the picture that fills the top two-thirds of the screen. While there have been many adventures based on the famous detective from 221B Baker Street, none have been as luxuriously illustrated and few have been as difficult to solve.

GENERAL TIPS

Standard procedure involves four routine steps whenever you enter a scene:

- Look at everything in the room;
- Talk to Watson when you first enter a scene;
- When you are told to talk to someone, continue to click on the Talk icon until there are no new questions highlighted (be aware that new questions are often added after each one is asked);
- Talk to Watson just before you leave.

There are only a couple places where you must make a specific response to a question, and these are provided here in the form of the correct response numbers. *Sherlock* has been designed so that you can almost always say the wrong thing without having to restore a saved game, so just start the conversation again if you make a mistake.

WALKTHROUGH

Exit Baker Street and travel to alley. Look cigarette butts. Take butts. Look corpse, scratches, abrasions, knife wounds and white residue. Pick up residue. Look handbag, hat and bar. Take bar. Talk to Lestrade. 2, 2, 3. Open backstage door. Look perfume bottle, spring, flowers and card. Open chest of drawers. Pick up flowers, card, spring (under wardrobe) and bottle. Talk to Miss Parker. Talk to Watson, requesting a sedative. Talk to Miss Parker, asking all. Talk to Caruthers. When Caruthers asks why murder not inside, state location of woman's hat. Examine 9t13n on 8447. Give spring to Caruthers.

Inside, use powdery specimen (from alley victim) on lab table. Use residue on test tube. Use matches. Use residue on test tube. Look smoke residue (on test tube). Use fl4w27 on lab table. Use fl4w27 on microscope. Use matches. Use flower on flask. Exit house. Talk to Wiggins. 2. Give flower to Wiggins.

Talk to Watson. Examine all. Open b7199 c1p9 on b28. Look in c1p9. Close c1p9. Examine laundry. Pick up sweater. Look sweater. Pick up umbrella. Take key.

Talk to cleaning girl. 1. Talk to Belle. 1, 2, 3, 3, 1. Talk to Belle — purchase “La Cote D'Azur.” When she leaves, talk to cleaning girl. 1.

Look all. Talk to coroner, requesting personal effects. Look at personal effects. Pick up key. Talk to coroner. Talk to Gregson (requesting authorization). Go to Scotland Yard. Talk to constable. Return to morgue. Talk to Gregson (who came with you to Scotland Yard). Enter building, Talk to duty officer. Talk to Watson, asking advice with duty officer. Exit. Talk to vendor, asking advice on officer. Re-enter. Talk to duty officer. Talk to Lestrade. Talk to duty officer (getting pass). Return to morgue. Give pass to coroner. Take large key.

Use large key on backstage door. Inside, use brass key on dresser. Look at contents of bottom and top drawer. Pick up tickets in top drawer (keep the tickets when Watson asks).

ALLEY

BAKER STREET

SARAH CARROWAY'S FLAT

BELLE'S PERFUMERIE

MORGUE

BACK TO ALLEY

CHANCERY OPERA HOUSE

Give opera tickets to usher by door. Talk to manager. Give tickets to usher by stairs. Use stairs. Give tickets to Mrs. Worthington. Ask her about all, then request permission to see private room. Down. Give **n4t2** to manager. In private room, look all and exit. Talk to manager, re-entering private room. Talk to Watson. 2. Open drawers. Look contents of bottom, middle and top drawer. Take ring of keys. Close drawers. Pick up music box.

JAMES, THE BOYFRIEND

Go to South Kensington Field. Talk to coach until he asks brand of cigarettes James smokes. 3. Give **p27f5m2** (from theatre house) to Sanders. Follow James to Eaton Dormitory. Talk to Sanders (ask all). Go to morgue. Talk to coroner, asking for death certificate. Go to Baker Street. Talk to Wiggins (gives info on flowers). Talk to newsstand operator, asking for old edition. Talk to Wiggins, requesting errand. Return to Eaton Dormitory. Give **n2w9p1p27** to Sanders. Ask all.

ANTONIO AND ANNA

Go to St. Bernard's Publick House. Talk to barman. Ask all. Talk to spectator, asking for Antonio and paying price. Talk to Nobby Charleton, asking for Antonio and paying price. Answer anything when Mahoney interrupts. Talk to barman, asking about Mahoney. Talk to Jack Mahoney. 2. Go to Antonio Caruso's flat. Talk to Antonio. Ask all.

BOY AT PICNIC

Go to Baker Street. Talk to Wiggins, asking for gyroscope. Go to picnic site. Use gyroscope on solitary boy. Give gyroscope to boy. Pick up cap. Look cap.

BOY'S PARENTS

Go to Eddington's Equestrian. Talk to counterman. Talk to Watson, asking advice on getting information from the counterman. Look coat of arms. Go to Lord Brumwell's estate. Use bell pull. In foyer, look **19ht716**. Look **c3g172tt2 b5tt**. When Lady Brumwell enters, follow her. Talk to Lady Brumwell. Ask all.

FLOWER GIRL AND PUB

Go to Covent Garden. Talk to flower girl. 3, 1, 1, 4. Give handwritten card to flower girl. Look wire basket with flowers. Move wire basket. Look **b1772l**. Pick up wire basket. Use wire basket on **b1772l**. Look cuff link. Enter pub. Look feather. Pick up feather on floor. Look snake skin, picture with black bunting, picture with elephant and rider. Look all customers. Talk to publican. 1, 3, 3, 2. Talk to publican. 2, 2, 3 (or you can beat everybody in pub at darts to get same info). Exit. Enter Rosa's. Talk to Palmist.

ALLEY ADMIRER

Go to Hattington Street Chemist. Look all. Talk to chemist. Ask to speak to stock boy. Talk to chemist. Ask to buy something, then ask to speak to stock boy again. Talk to Richard. Ask all until he confesses.

TAXIDERMIST

Go to Bradley's Tobacco Shop. Look moose head. Talk to lad. Ask all. Move crate. Talk to lad. 2. Move all three crates under moose head, stacking the last one. Look moose head. Pick up moose head. Go to Oxford Taxidermy. Look carcass, smock, knife (on table). Talk to Lars. Ask all. Pick up knife and smock. Talk to Watson. Ask all.

TOBY AND DOCKS

Go to Old Sherman's. Talk to Sherman. Use **l219h** on Toby (you automatically go to docks). Pick up rope. Look manifest. Open shed door. Pick up hammer. Look window. Move barrel. Look pail. Pick up pail. Move barrel (twice). Pick

up rag. Use **p13l** on the Thames. Use **71g** on pail. Use **71g** on window. Look window. Talk to Watson. Use hammer on door.

Talk to guard, who refuses to let you in. Go to Scotland Yard. Talk to duty officer, requesting pass. Return to Bow Street Police Court, giving pass to guard. Talk to Blackwood. Ask all.

Use bell pull. Use door knocker. Use ring of keys on door. Inside, pick up both calling cards. Look at both cards. Look all. E. Look all. W. Climb stairs. Talk to housekeeper. Talk to Watson. 2. Down. Move plant in foyer. Climb stairs. Talk to housekeeper. 2. Move statue. Pick up book. Move statue. Look diary (book).

Go to law office of Jacob Farthington. Talk to Farthington. Ask all. Go to Bow Street Police Court. Talk to Blackwood, giving you name of fence. Go to Jaimeson's Buying and Selling. Talk to Jaimeson. 1, 3, 1. Go to Moorehead and Gardner Detective Agency. Talk to receptionist. Ask all.

Talk to Constable Dugan. Open zoo gate. At elephant cage, go east. Look at corpse, slash wounds and broken leg. Talk to Gregson (ask all). Talk to Officer Callahan. Look sign. Open door. Talk to Hollingston. 1. Exit. Go west from elephant's cage to lion. Look lion and shiny object on cage floor. Pick up shiny object.

Go to Simon Kingsley's flat. Examine boots and picture. Talk to Kingsley. Ask all (until Kingsley agrees to hold lion while retrieving object). Return to London Zoological Gardens. Go to lion's cage. Pick up shiny object (watch). Look watch. Look paper with numbers on it.

Return to detective agency. Talk to Watson. Talk to receptionist. Talk to Watson (ask all). Pick up typewriter (automatic action).

At Bow Street Police Court, give pass to guard. Talk to Hunt (ask all).

Return to detective agency. Talk to receptionist (ask all). Open door. Move **c4mf6 ch137**. Pick up paper. Look paper. Look shelf of books. Move shelf. Use paper with numbers on safe. Pick up contents of safe (pendant). Look pendant (reveals letter). Look folded letter. Move comfy chair.

Use bell pull. Follow Lady Brumwell. (Automatic speech) Open door. (Automatic speech) Move **l2ft 9w478**. Open large painting. Open safe. Pick up contents of safe (key). Use brass key on left set of double doors. Open doors. Exit mansion (automatic action).

Go to Robert Hunt's flat. Look small book. Open small book. Pick up bookmark. Look bookmark. Look book. Examine closed chest. Open chest. Look open chest. Use **374n b17** on chest. Look chest. Pick up document. Look document.

Go to Jaimeson's Buying and Selling. Give **p1wn t3ck2t** (bookmark) to Jaimeson (gives you cards). Look cards (reveals key). Look ornate key.

BOW STREET POLICE COURT

ANNA CARROWAY'S FLAT

LAWYERS, POLICE AND DETECTIVES

LONDON ZOOLOGICAL GARDENS

SIMON KINGSLEY

THE OTHER DETECTIVE

ROBERT HUNT

OPENING THE SAFE

BRUMWELL'S MANSION

ROBERT HUNT'S FLAT

PAWN SHOP

MADAME ROSA'S

Return to Covent Garden. Enter Madame Rosa's. Look writing desk. Use **47n1t2 k26** on desk drawer. Open drawer. Look drawer. Pick up silver key. Close drawer. Examine bookcase. Examine large candle. Move large candle. Look strong box. Use **93lv27 k26** on strong box. Open strong box. Pick up parchment. Look parchment.

ENDGAME

Go to Savoy Street Pier. Look window. Talk to Watson. Use **b17** on door.

ITEMS FOUND IN EACH LOCATION

Alley	Cigarette butts, white residue, iron bar
Backstage (alley).....	Perfume bottle, spring, flowers, handwritten card, opera tickets (in dresser)
Sarah Carroway's flat.....	Brass key (in umbrella)
Belle's Perfumerie	Perfume bottles
Morgue.....	Large key
Chancery Opera House.....	Ring of keys (private room)
Baker Street	Newspaper, gyroscope (Wiggins)
Covent Garden	
Flower girl.....	Wire basket with flowers
Barrel.....	cuff link
Pub.....	feather
Rosa's	silver key (in desk), parchment (in safe)
Hattington Street Chemist.....	Various medicines
Oxford Taxidermy	Smock, knife
Old Sherman's.....	Leash, Toby
Docks.....	Rope, hammer, pail, rag
Scotland Yard	Pass for coroner, pass for jail
Anna Carroway's flat	Two calling cards, diary (under statue)
London Zoological Gardens	Watch (in lion pit), paper with numbers (in watch)
Detective Agency.....	Typewriter, IOU (under chair), pendant (in safe), folded letter (in pendant)
Robert Hunt's flat	Small book, pawn ticket (in book), document (in secret compartment in chest)
Jaimeson's Buying and Selling.....	Tarot cards, ornate key (with cards)

MIGHT AND MAGIC: CLOUDS OF XEEN

TYPE

Fantasy Roleplaying

DIFFICULTY

Advanced

SYSTEM

MSDOS (two megabytes RAM, VGA and hard disk required; Roland, Ad Lib, Sound Blaster, Sound Blaster Pro, Sound Master II, Pro Audio, Sound Source)

COMPANY

New World Computing/
Broderbund



The Might and Magic series is no longer numbered, so for those of you keeping track, this is the fourth installment. Lord Xeen, the new fiend in town, has duped Lord Burlock into a hopeless search for a mirror to keep him distracted while Xeen takes over the world. Your six-member party will quest high and low (especially high!) rounding up treasure, artifacts, gems and other items in a multitude of mini-quests that culminate in the Clouds of Xeen high in the sky. Many elements of the preceding game's engine and design — the interface, reliance on skills as well as attributes, excellent automapping and automatic note-taking, magic spells and so on — will be familiar to M & M veterans. This time, however, there are no hirelings to join and assist the party. And this one may be played in Warrior mode or Adventurer mode, the latter requiring less combat. Even in Warrior mode, combat is over quickly rather than being a lengthy and tedious affair as in some games. Production values are high. In a wide assortment of environments, from castles to towers, caverns to clouds, Xeen shows off some of the most vivid graphics and fascinating animation in computer role-playing. Sound effects and music are also at the head of the pack, making Clouds of Xeen among the top quests of the year.

GENERAL TIPS

CHARACTER CREATION

Don't create any Druids or Rangers, because they can't cast high-level spells and are therefore useless in the later stages of the quest. A good starting party includes a Knight, Robber, Paladin, Archer, Cleric and Sorcerer. New characters don't get any equipment, so if you don't use the default party, take their equipment before you delete them.

COMBAT

When you're facing spellcasting monsters, the *Protection From Elements* spell can greatly reduce the amount of damage you take. The most effective combat spells are *Fiery Flail*, *Incinerate* and *Implosion*. When all else fails, *Time Distortion* enables you to run away and regroup.

POTIONS

In some dungeons you can find potions that increase character attributes. The potions are color-coded as follows:

Red	M3ght
Orange	3nt2ll3g2nc2
Yellow	1cc571c6
Green	2n8571nc2
Blue	P2794n1l3t6
Purple	9p228
White	L5ck

MAP COORDINATES

The game has detailed automapping, so no maps are provided here. Coordinates will suffice. The first part of a set of coordinates, such as F3: (5,13), refers to a section of the outdoors map (F3). The next two numbers (5,13) refer to (x,y) coordinates on that part of the map.

BAR HINTS

To get hints in bars, repeatedly "drink" and "tip" until the bartender starts repeating herself. Then ask for "rumors," leave the bar, return to the bar and repeat the process until the rumors start repeating.

DARK SIDE OF XEEN

If *Dark Side of Xeen* (the add-on game due out in early 1993) is not installed, several locations serve no purpose and are not mentioned in this solution. These locations are: the five pyramids, the four reflectors at the corners of the map, the dungeon near Pitchfork Creek, the Southern Sphinx, Dragon Tower and Darkstone Tower.

WALKTHROUGH

FIRST STAGE Vertigo

Begin by looting the glass cases at the blacksmith's and the training grounds for more powerful weapons. Buy bows for all characters that can use them. Visit the mayor at (14,5) for your first quest. To complete this quest, find the letter at (9,22) and return to the mayor. Now you can use the fountain at (14,17).

The magic mirror at (14,10) can take you to any of the locations shown in small print on the map that comes in the package — for example, Rivercity or Pitchfork Creek.

Other interesting locations in Vertigo:

(16,11).....Buy guild membership.

(8,16).....Buy *cartography* skill.

(25,26).....Buy *pathfinding* skill.

Enter the first mine at F3: (5,13). There are many locations where you can mine for gold; use *Wizard Eye* to find the hidden ones. The minecart at (7,12) can take you to the other mines if you know the passwords. For the surface mines, they are Mine 1, Mine 2, Mine 3, Mine 4 and Mine 5. After exploring all five mines, you will know the password for the first deep mine, **1lph1**.

Use the barrels of red liquid to boost the Might of your strongest character. Crates can only be opened by a character with Might 20 or higher.

Parts of Mine 4 are underwater, so get *swimming* skill from Rivercity before visiting this area. While there, you also pick up the *Cure Poison* spell. You can gain *danger sense* skill at (5,11) in Mine 3, and *direction sense* skill at (8,5) in Mine 5.

To reach Rivercity at this stage of the game, take the boat at D3: (10,12), or simply say "Rivercity" at a magic mirror. When you arrive, don't open any gates except for the one at (12,30) (which gives you access to the Guild at (6,30)). These gates are protecting you from tough opponents that you won't be able to defeat until later.

You can visit the following locations right away:

(16,23).....Hire boat back to D3.

(19,23).....Buy *swimming* skill.

(22,30).....Buy *navigation* skill.

(30,30).....Buy *mountaineering* skill.

(25,27).....Buy guild membership.

(30,1).....Buy *bodybuilding* skill.

(30,3).....Buy *armsmaster* skill.

(30,7).....Earn 100 gold for a week's work.

When you reach Level 8 or so, your *Protection From Elements* spell will be strong enough to allow you to defeat the sorceresses guarding Barok's pendant (1,20). Return it to Barok (25,20), and he will activate the fountain at (14,18). You can also find the princess's tiara at (1,8). When you have the *Incinerate* spell, you can open the door at (10,12) and get the treasure guarded by the Yang Knights.

The four deep mines cannot be reached directly from the surface. They can be entered through magic mirrors, or through the mine cars in the surface mines. Their passwords are **1lph1**, **Th2t1**, **K1pp1** and **4m2g1**, and they should be visited in that order.

After defeating the Dwarf King in Omega (near (30,25)), return to the mayor in Vertigo for a reward. If the Dwarf King is hiding behind several ranks of guards and casting spells, use *Time Distortion* to teleport away. If you have trouble defeating him, try *Fiery Flail*.

Dwarven Mines

Rivercity

Deep Mines

SECOND STAGE

By now you should have bought all the skills that you need to begin exploring the wilderness: *swimming* for everyone, *mountaineering* for two characters and *pathfinding* for two characters. Methodically explore Wilderness Sections E3, F3, E4 and F4. The following locations are worth noting:

- F3: (9,11).....Phirna root can be exchanged for Cure Poison potions here. Phirna root can be found at several places in Toad Meadow; the closest is F3: (8,2).
- F3: (9,6).....Orothin wants the whistle at E4: (5,14). When he has it, the party can learn spells from the statues at F3: (12,8) and (12,2).
- F3: (4,5).....Derek will reward you for finding Celia at D4: (15,15).
- F4: (10,9).....Witch Tower.
- F4: (9,3).....The key to Witch Tower is here. After you find the Alicorn inside the tower, return here and you can get *crusader* skill.
- E3: (11,12).....Buy *detect secret doors* here.
- E3: (3,14).....The Spring Druid (described in the B2 section).
- E4: (4,4).....The Ancient Temple of Yak, and several fountains and shrines that will give you temporary attribute boosts.

Witch Tower

There are many traps in this tower, so you use *Clairvoyance* for protection. Say the password (7492b58) at (10,6) on Level Four, and you can obtain the Alicorn at (7,4). The stairs up from Level Four will take you into the clouds, but don't explore them yet.

THIRD STAGE

Explore sectors D2, D3, D4, C2, C3 and C4. The deep water in D3 is inhabited by dragons and should be avoided until you have *Incinerate*.

Be sure to visit these locations:

- D2: (14,2)Buy *merchant* skill.
- D2: (8,2)Castle Burlock. You must have a Crusader in your party to enter.
- D3: (12,8)Bring the skull from D4: (2,1) here.
- D4: (13,5)The town of Nightshadow.
- D4: (12,3)Get the key to the Temple of Yak here. Return with the Elixir of Restoration for your reward.
- C2: (15,9)Autumn Druid (described in the B2 section).
- C2: (10,6)Bring the Scarab of Imaging (C1: (15,11)) here.
- C2: (9,1)Come here after destroying the ogre lair (C2: (5,0)).
- C2: (9,15)The town of Asp.
- C2: (8,11)Bring the Crystals (Asp, (8,11)) here.
- C3: (3,8)Bring the Book of Elvenkind (B4: (14,13)) here.
- C3: (12,13)Come here after defeating the three dragons in D3.
- C3: (14,5)Bring the Faery Wand (D4: 8,4) here.
- C3: (11,7)Rivercity.
- C4: (6,15)Tower of High Magic.
- C4: (6,6)Tomb of Terror.
- C4: (11,12)Newcastle. Buy the deed for 50,000 gold.

Turn the spheres at (7,4) and (9,2) to blue, and leave the spheres at (7,2) and (9,4) red. With this done, you can destroy the generator at (8,14) and get the crystals at (8,11). Guild membership may be bought at (6,7).

Check in with the king (8,1), the master builder (2,7) and the advisor (1,4). The princess in the East Tower (Level Three, (2,11)) will reward you for the return of her tiara from Rivercity (1,3). If you loot the chests on Level Three, the castle will fill up with guards when you return to Level Two. You can defeat them if you move slowly and exit the castle frequently to heal, but an easier way to deal with them is to teleport out using *Lloyd's Beacon*, bypassing Level Two, so the guards are never alerted.

You can also pick up *astronomy* (which gives additional spell points to Druids and Rangers) at (10,5), and *linguist* (which allows you to read certain messages) at (6,5). Don't enter the dungeon at this point.

Make sure that you have *Levitate* and *linguist* before venturing here. You will fall to the ground if you step on clouds without *Levitate* active. Remember that this spell wears off when you sleep, or at sunrise.

There are no vital locations here, but you should explore to find caches of treasure, and statues that give you hints about where to go next.

You'll need Might 25 to open the crates here, but all they contain are skeletons. Be sure to search all coffins twice: once to open them, then again to find the treasure inside.

You can open walls by twisting the ankhs in the proper sequence. The combinations are:

(1,12) to side, (2,13) to side.....	Opens (2,10)
(14,11) to side, (7,8) to side.....	Opens (9,5)
(21,23) to side.....	Opens (20,28)
(24,29) to front, (19,30) to front, (16,30) to side	Opens (13,27)

You can find King's Megacredits at the following locations:

(13,9) (15,9) (18,9) (20,9) (23,9) (27,9) (27,28) (27,22)

The Elixir of Restoration is at (30,25).

You'll need *Implosion* to defeat the Yak Master at (2,8).

After buying the deed to Newcastle and finding at least five King's Megacredits, return to Castle Burlock and give them to the builder. Return to Newcastle, where you will be given the stone needed to enter the Tomb of Terror. Search Newcastle for treasure.

Asp

Castle Burlock

Witch Tower Clouds

Temple of Yak

Newcastle

FOURTH STAGE

Explore B3, B4, A3 and A4. Visit the following locations:

B3: (9,6).....Bring the lava stone (E2: (7,12)) here.

B3: (6,3).....Come here after destroying the troll lair (B4: (2,7)).

A3: (15,12)Come here after entering the pagoda (A3: (15,6)).

A3: (10,0)Come here after destroying the cyclops lair (A4: (10,8)).

A3: (6,1).....Winter Druid (described in the B2 section).

A3: (4,6).....The town of Winterkill.

B4: (11,9).....Golem Dungeon.

B4: (2,5).....Cave of Illusion.

Winterkill

At several places in town you'll find Holy Word potions. Save at least one to use in Nightshadow. The well at (6,11) can be used after you've struck the gongs at (6,13) and (6,9) twice. Guild membership can be bought at (1,8).

After talking to the mayor (8,13), kill all the ghosts in town, including the ones behind the secret door at (14,7). Save the game, then strike the gong at (13,1). If the ghosts reappear, then you didn't kill all of them. Restore the game and find the ones you missed. If no ghosts reappear, talk to the mayor again. He will tell you that the new set of ghosts has arrived. Repeat this procedure twice more to save the town.

Nightshadow

Guild membership can be bought at (14,11). To destroy Count Draco, set the three dials ((10,10), (8,11), (6,10)) to "9". Go to the coffin at (1,14) and rest until dark, then open the coffin. Count Draco is hard to hit and also drains your spell points, so the best way to kill him is with a Holy Word potion from Winterkill.

Tomb of a Thousand Terrors

Buy *Teleport* in Winterkill to bypass the chopping blades in this dungeon. The coffins require Might 40 to open. If none of your characters are strong enough, get a temporary strength boost from the fountain in Winterkill.

You can find King's Megacredits in the following locations:

(17,29) (17,15) (1,16) (6,9) (11,30) (19,0) (13,13) (13,5)

Newcastle

Take another five Megacredits to the master builder to build the Newcastle Keep to obtain the Golem Stone.

Note: Most of the rest of the walkthrough is optional; following it allows you to finish the game with the maximum score. If you prefer, you can skip over the next two stages, picking up the plot at the *Final Stage*.

FIFTH STAGE

Explore sections C1, B1, B2, A1, and A2. The following locations are noteworthy:

B2: (12,4).....The Warzone. You can fight battles in this arena for experience.

B2: (1,10).....Summer Druid. After coming here, visit the Autumn Druid (C2: (15,9)), the Winter Druid (A3: (6,1)), and the Spring Druid (E3: (3,14)) in order. When this has been done, your characters will be cured of any unnatural aging they've suffered.

A2: (6,3).....Buy *prayermaster* here. (This gives Clerics and Paladins a spell point bonus.)

B1: (12,8).....The Northern Sphinx.

A1: (11,5)Bring the Scroll of Insight (Castle Basenji, Level Three, (3,9)) here. Completing this quest will give you the amulet for the Northern Sphinx.

A1: (8,8).....Castle Basenji.

The password to enter Level Three is **Th272 W4lf**. The Scroll of Insight is at (3,9) on Level Three.

This sphinx may be entered after completing the quest at A1: (11,5). The password to the sphinx's head is **G4I5x**. The coffins require Might 60 to open.

Robbers can get a bonus by sitting on the Thief's Throne at (7,3) on Level One. All characters can get a bonus by sitting on the appropriate throne for their race on Level Two.

Explore E1, F1, E2 and F2. There's no need to walk through the lava. The following locations are noteworthy:

E1: (15,2).....Volcano Cave.

E1: (14,12).....Dragon Lair.

Move the four switches on Level Two to the right. Take the stairs down from Level Three to the hidden town of Shangri-La. Drink from the fountain in Shangri-La for a bonus.

The guild at Shangri-La sells every spell in the game. Be sure to get *Implosion*, the most powerful combat spell.

There are no vital locations here. Use *Implosion* to defeat the red dragon.

First move the six switches at (1,13), (1,6), (1,1), (9,13), (9,6) and (9,1) to the right. This closes off the rooms containing the switches; use *Teleport* to jump back into the main area.

Next make sure that the buttons at (1,29), (1,26) and (1,23) are all in the "out" position. Push them in the following order: (1,26), (1,23), (1,29). There should be six glowing rocks in the hall nearby.

Move the switches at (21,20), (23,20), (21,14) and (23,14) to the right, and the switches at (24,20) and (25,14) to the left.

If everything has been done properly, you should be able to flip the switch at (19,25), which activates the teleporter at (22,25).

Use *Implosion* and *Time Distortion* to defeat the diamond golems. Inspect the statue at (13,1) for a bonus.

You can find King's Megacredits at the following locations:

(17,17) (22,22) (22,28) (6,1) (4,1) (11,22) (11,28)
(15,6) (15,12) (11,9) (30,12) (30,6) (27,4) (18,4)

Castle Basenji

Narthern Sphinx

SIXTH STAGE

Valcana Cave and Shangri-La

Castle Burlock Dungeon

Galem Dungeon

FINAL STAGE Cave of Illusion

You can trade gems for attribute increases here. Save at least 300 gems to buy the key to the Tower of High Magic at (7,14) on Level Four. If you find yourself running low on gems, leave until you've built up your supply again (see **Clouds of High Magic**, below).

The chopping blades and the four safes are illusionary until you've pulled the cork at (14,13) on Level Four, which requires Might 50. Once you've pulled the cork, you can go back and open the safes. Their locations are: Level One, (11,8); Level Two, (2,1); Level Three, (8,2); and Level Four, (8,0).

Tower of High Magic

You can gain *prestidigitation* at Level Four, (6,8). This allows Sorcerers and Archers to increase their maximum spell points. The key to Darzog's Tower is at Level Four, (7,12).

Clouds of High Magic

There is nothing vital here. Beating the drums causes gems to appear in the rain barrels on the ground next to the tower. By going back and forth between the drums and the barrels, you can get as many gems as you want (20 at a time).

Darzog's Tower

The glowing floor panels on Level Two all teleport you back to Level One. Use *Teleport* to bypass them. Crodo is at (7,6) on Level Three. Don't explore the Clouds of Xeen (above the tower) yet.

Newcastle Dungeon

After rescuing Crodo, go to Castle Burlock and get the excavation permit from the king's advisor, then give the master builder five Megacredits to have the Newcastle dungeon cleared.

Go to Newcastle and enter the dungeon by using the password **L1b471t476**. Get the Xeen Slayer Sword at (7,4). This is a good weapon for your fighter with the highest speed. Save the Potions of the Gods, which can be used to cast *Divine Intervention*.

Dragon Lair

If you want to end the game with the highest possible score, explore this dungeon. Otherwise, skip it and go straight to the **Clouds of Xeen** section.

You can get large experience point bonuses by reading the books at (16,0), (0,31), (31,31), (22,16), (27,0) and (27,1). However, reading the later books in the series requires a greater intelligence than you can obtain in the game, even with the assistance of magic fountains.

The ancient dragon in the southeast is resistant to magic and very hard to kill. It's easiest to defeat him with weapons, though you can occasionally get lucky with *Mass Distortion*. Cast *Day of Protection* before entering combat, and use the Potions of the Gods to heal the party when it gets weak.

Clouds of Xeen

Teleport nine spaces north from (16,9) to approach Castle Xeen. Play the four games at (12,22), (15,24), (11,25) and (14,26) until you win each one. It may take two or three tries. Go to (12,29) to trade your prizes for a cupie doll, needed to enter Castle Xeen (16,29).

Castle Xeen

Destroy the generators at (1,14) and (14,14) of Level One, and at the top of the southern towers, (3,1) and (12,1) on Level Four. Enter the castle keep, and destroy the generator at (11,11) on Level Four. Make sure that your best fighter has equipped the Xeen Slayer Sword and cast *Day of Protection* before you fight Xeen. Pick up the mirror at (4,9) on Level Four and the game will end.

PLAN 9 FROM OUTER SPACE



TYPE

Graphic Adventure

DIFFICULTY

Intermediate

SYSTEMS

Amiga (one meg)

MSDOS (640K, hard disk,
VGA required; mouse
and 16 MHz+
recommended; Ad Lib,
Roland, Sound Blaster)

COMPANY

Gremlin/Konami

Inspired by one of the world's worst B movies, Plan 9 is a surprisingly good adventure — especially considering its European origin. The black and white film starred Bela Lugosi, but Gremlin didn't even try to turn the movie's plot into a game. Instead, it's about Lugosi's double in the movie. Jealous of the star, the double has stolen all six reels of the film, plotting to edit Lugosi out of the movie and edit himself in. You must not only find them, but also edit the movie back to its original condition. The latter is performed with a VCR-type device that lets you view the scenes frame by frame. Plan 9 offers an unusual plot in a sea of quest-alike games, and the graphics, sound effects and jokes that are interspersed throughout this object-oriented adventure are some of the best ever from a European developer.

GENERAL TIPS

ITEMS	Pick up items only when you need them, as your inventory is extremely limited. Drop items when you no longer need them (they will return to the place you originally found them).
TAXIS	The taxi sequence from studio is: Talk to doorman. Tell him to call taxi. Thank him. Exit. Enter taxi. Once you get the credit card, use it for all transactions except taxi (once) and rum. Don't drop any of the film reels.
EDITING THE FILM	Directions for editing the film are not included in this solution. You should be able to figure out this part of the solution by yourself, and a text description is more likely to confuse than to help.

WALKTHROUGH

STUDIO	Start with passport and \$100. Talk to producer, who wants you to locate six missing reels of film relating to the Bela Lugosi movie <i>Plan 9 From Outer Space</i> . Go to corridor. Go to W.C. (water closet, or bathroom). Return to office. Examine desk. Get key to editing room. Go to private room.
PRIVATE ROOM	Examine photos on wall until you find one with the message "Lot 9, Pleasant Rest, Highgate." Return to corridor. Go to prop room. Note lovebeads and Spanish-American dictionary. Exit and enter editing room. Note editor. Go to foyer. Go to street.
STREETS	Go to building site and talk to alien. Note builder. Go to diner and pick up balloon. Go to bar. Buy rum. Talk to transvestite until she mentions Vlad the Impaler Street (Count Dracula's original title). Return to foyer and call for taxi. Ride to Lot 9.
LOT 9	Enter gates. Enter crypt. Examine Bela Lugosi's body. Get house key and hammer. Leave crypt and note gravestones to east and west. Go to Vlad Street. Enter house. Go to study. Examine flier about Hypermega Mall. Push far left trophy and get credit card. Pick up one of Bela Lugosi's pictures off the table. Go to the mall. Drop house key. Enter mall.
MALL	Check out all floors. Note mask and spade. In hardware store, put passport in photocopier. Get passport photo. Go to travel agency and buy ticket to Rio.
RIO DE JANEIRO	Take taxi to EWJ Airport. Enter. Give ticket to attendant. Go to runway, plane and cockpit. Talk to pilot. Note name (Steve Peters). Taxi will take you to Macho Hombre Hotel. Examine guest register for Peters' room number (21). Get key to Room 21. Go to room 21 and get pilot I.D. Use p199p47t ph4t4 on I.D. Go to beach. Go to cave. Get film reel labelled "Lo." Go to projection booth and give reel to projectionist. Watch movie. Go to airport. Enter. Police will arrive. Bribe policeman. You'll end up in jail. Give 75m to guard. Get statuette. Use h1mm27 on statuette. Get slimy pupa. Drop hammer. Go to airport. Fly home.

Taxi to Airport Way. Use **c7283t c178** on door. Enter. Get scuba gear. Go to back garden and get "Property" reel. Go to mall and buy shovel and mask. Examine mask. Get small key and examine. Drop mask. Go to bank.

HOME

Examine credit card for number to safe deposit box. Talk to teller. Pick number from list. Inside vault, close and open safe deposit box. Get "Wun" reel. Exit. Drop small key. Go to cemetery.

BANK

Enter and go west to gravesite. Dig with shovel several times. Get "Of" reel. Drop shovel. Go to editing room in the studio and view all reels of film by using the editor. Go to prop room and pick up lovebeads and Spanish-American dictionary.

CEMETERY

Go to airport and give pilot I.D. to attendant. Select Australia. Go to runway and plane. When you arrive in Australia, go to bridge. Talk to painter until you find yourself underwater. Use scuba gear. Get crowbar. Use **b11l44n** on scuba.

AUSTRALIA

After exiting water, drop scuba gear and balloon. Go to beach. Talk nice to bather. Show her the **l4v2b2189**. Go to hippy camp and talk to hippies. Return home and talk to builder at building site. Return to Australia and talk to hippies again. Get "H.K." reel.

First go to Hong Kong and talk to the movie mogul. Then go to Washington, where the CIA will recruit you. At Immigrations, answer questions in any manner. You will arrive in Cuba. Use Spanish-American dictionary on Cuban guard. Get poster and cigars. When you return to Washington, give poster and cigars to CIA. Go to Smithsonian Institute.

WASHINGTON

Give pupa to curator. Go to warehouse. Use crowbar on crate labelled "O.R. Yental." Get "Song" reel and netsuke. Go to projection booth and view movies.

SMITHSONIAN

Return to Hong Kong and give **n2t95k2** to movie mogul. Get talisman. Go to border, China, Tibet. Give talisman to monk. Go to aliens. Watch computer-generated finale.

HONG KONG

PLANET'S EDGE: THE POINT OF NO RETURN

TYPE

Science Fiction
Roleplaying

DIFFICULTY

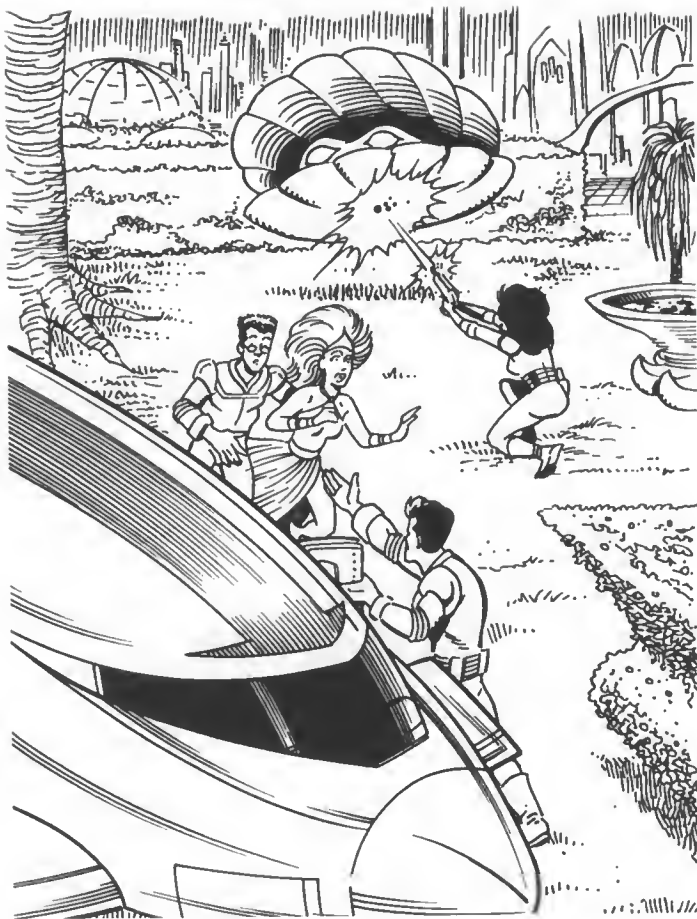
Intermediate

SYSTEMS

Amiga (one megabyte required)
MSDOS (640K and hard disk required; EGA, VGA/MCGA, Tandy, Roland, Ad Lib, Sound Blaster, Tandy three-voice DAC)

COMPANY

New World Computing



The first science fiction story from Might and Magic author Jon van Caneghem, *Planet's Edge* offers fun for the hard-core science fiction audience and a refreshing break from the usual dragons and dungeons for everyone else. It takes place in 2045, when Earth has been zapped off to another dimension. To restore the planet to its orbit, your four-character party must recover eight missing parts of the Centauri Drive by travelling back and forth across the universe. Combat takes place in space as well as between your four-member crew and assorted robots, aliens and things that go urkle in the night. Both combat styles are well-implemented and fun. To build advanced weapons and gear, you must round up raw materials such as crystals and metals and take them back to Moonbase. With enough funds, you can build bigger space ships (and own up to three at a time, storing two back at Moonbase). Puzzles are mostly object-oriented, but you don't have to solve a single one. If you don't know the right password or possess the object desired by a cranky individual, you can just blow him away and grab whatever he is holding that you so desperately need. Excellent music and sound effects complement the distinctive graphics and space combat, and the suspenseful plot of *Planet's Edge* will keep you on the edge of your seat for weeks.

GENERAL TIPS

Talk to everyone you meet. Attack whomever/whatever attacks you. Locate and collect raw materials (see list at end of solution), ship plans and tech plans to construct improved ships, weapons, armor and ammunition as you progress. Friendly traders can be avoided, traded with or attacked. Unfriendly planet defenders *must be attacked*. Each time you find one of the eight parts of the Centauri Device, return to Moonbase to learn which sector to approach next.

WALKTHROUGH

Go to warehouse and get weapons, ammo and armor for each of your crew. Get medical kits. Go to shipyard. Because of the small size of your ship, add only one motor (MK1) and nothing else. This will leave some room for cargo. Save. Launch your ship.

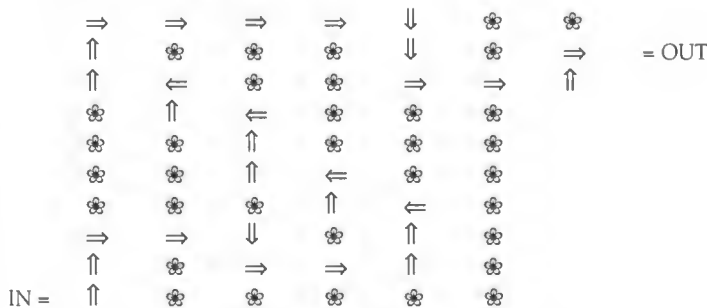
Have your Navigator use auto-pilot to Alpha Centauri. Upon entering system, slow down. Orbit Planet 4 and load a few organics. (Note: Whenever you orbit a planet have your Science Officer *scan target*.) Leave orbit and go to Planet 2 (alien outpost). Orbit. Beam down.

This outpost is primarily informative and will give you an opportunity to add to your inventory. Fight your way inside and to the west side rooms. Talk to android, who will give you an android tool. Use this tool on all of the android heads lying around on the floor (light blue spheres) for information. Look at video screens for new broadcasts. When you have explored entire base it's time to leave. Save and beam up. Head for Algieba Sector at maximum speed to avoid space pirates.

Beam down. Your quest is to assist the princess in escaping marriage to the space clam. Explore the castle, get matches in kitchen, go to garden to east. (Bushes to north are mined.) Follow secret path below to go to next area. Stay on path.

The Garden Path

←, ↑, ⇒, ↓ = Path; ☼ = Bush



Proceed along corridor and get levitator. Return to garden. Kill guard at south door and enter room. Open southeast door and get queen's standard.

STARTING OUT

ALPHA CENTAURI

Alien Outpost

ALGIEBA SECTOR Talitha 2

Go to queen and use standard. She will give you a laser rifle. Go to princess. Talk to her.

Move case with levitator and have princess follow you to space ship in northwest garden. Talk to man there. Princess will escape and give you a trinket. Beam up. Set course for Subra System.

Subra 2

Proceed south. Read pictographs. Avoid traps. In tree trunk you will find an imastyl, which enables you to talk to the Stick People. Kill red alien and get alien meat. Proceed to southwest corner.

Give alien meat to bridgekeeper. Cross bridge and talk to Magin. Cross to east bank. Fight your way to northeast corner. Enter cave. Attack bladder claws. Note bladder cow. Proceed through cave and pick up talking stick. Continue south to room with Stick Man. Talk. Don't kill. Show (use) trinket. Exit barrow. Return to Magin. Talk. Get Invitation to Algieba System. Beam up. Proceed to Algieba System.

Algieba 4 (Ishtao Station)

Communicate. Pay one organic. Beam down. Use invitation on guards. Go to southwest corner and enter kitchen. Search cages. Get sixth seal. Climb (search) ladder outside kitchen. Go to press room. Talk. Get press pass. Go to president's guards and use pass on them. Enter and talk to president. Use sixth seal. Get president's amulet. Return to beam down room. Go east to southeast corner and talk to dispatcher. Say "Yes."

Attagi (Luxury Liner)

Locate gambling room. Talk to robot. Take cards to west room with Algiebian. Show cards (1 = orange, 2 = green, 3 = red, 4 = blue, 5 = yellow). Play Choassqa. Get gravity bar. Ask robot to play game two more times to get two more sets of cards. Go north and give bar to engineer. This activates teleporter in room and unlocks door south of Algiebian you showed cards to (room contains eyeglasses). Teleport.

Search beds for items, including technician's ID. Go south and locate Engine Room #1. Insert cards (1, 5, 4, 3, 2). Locate Algiebian leader and talk to him. Kill *all* Geal Anai in area. Get Geal Anai amulet. Return to leader. Use amulet. Go east to second teleporter. Teleport. Battle. Go to Engine Room #2 and insert cards in same order. Get command card. Return to leader and use card on him. This will unlock doors to escape pods.

Back to Algieba

Give eyeglasses to Algiebian. Use Geal Amulet on president. Get security code. If you found, or someone gave you a tal, go to bartender and buy wine. If not, kill bartender and take wine. Go to Hall of Shame. Note statues. Give wine to woman. Enter room. Pull switch. Go to northwest statue and search. Get Algiebian crystals. Return to beam down room. Go north. Get ship plans (Calypso) and fixit kit. Beam up.

Koo-She Prime

Caves are 1500 meters below surface. You arrive in the northwest section. Check your inventory. Note you now have a uni-lock! Go south and get mirror shard. Return north and east to switch. Search. Check map. Red bridge appears in east-central area. Your party will vanish at this point.

Proceed southwest until you locate red bridge. Cross and go north to three pads. Stand one block away and use shard on Pad #1. Step on pad. Step on Pad #2, then #3. This teleports you to south-central area. Walk east to fire blasts. Step on fire blasts to east (holograms). Step on pad in northeast corner. Transport to southwest area. Continue on. Note mind transfer machine and genetic extrapolater. On east side note four-lever switch.

In extrapolater room there are four dispensers on north wall. Change these to green, red, red, red. Use the extrapolater. Child with four arms will appear. Walk to mind machine. When child is on pad, use the machine. This will transfer your mind into that of the four-armed Tawalli. As Tawalli, go to four-lever switch and pull switch. This will return you to your own body. Go north to room with three comrades and enter. Researcher will give you a set of tech plans. Beam up. Return to Moonbase to improve ship, etc.

Arrive in southeast area. Kill Cin-Sae spawn and work your way to northwest substation. Engineer will inform you that he needs a spare transformer. Lady in house has an old generator she will give you if you kill all the Cin-Sae spawn (you can shoot across barricades to kill them). Note two men locked in time vault who need electrical power to free them. Gun runner will give you a Sossee dagger if you give him a battle laser.

Proceed to southwest area. In center of Lozam field you will find a grate. Enter sewer. Pull switch in northwest corner. Go east to center of sewer. Find switch. Pull switch. It opens northwest section. Go to extreme northwest section to locate and pull third switch. This opens southeast section. Go there and pull fourth switch, which opens eastern section to north of you. Go there and pull fifth switch which opens eastern section. You will also find Deed #38466 and a pikor here. Proceed east, then to hatch in northeast corner. Use hatch. This will bring you out behind barricades. Go north to substation and get transformer. Beam up. Beam down. Give transformer to engineer. Get generator from lady. Beam up.

Enter elevator. Throw switch. Go north and east to Dantea miner. Talk. Note switch. Look. Back to guards. Show visitor's pass (if you have it), or just kill them. Proceed southwest. Avoid first yellow door. Note switches along way. Note teleport room and locked door. Look at all switches. Use teleporter to lower level. Get two skocha roots lying on ground. Go east to teleport pad.

Return to miner. Give roots. Get two bags of diamonds. Back to lower level. West, north, east to miner. Give him one bag of diamonds. Get industrial badge. Up to room north of elevator with three guards. Use badge on guard. Get door spiker. Now, use all eight switches (in any order) so that they spell out, "Our ships wait in hiding until your awakening" (green, green, red, green, green, green, red, green). This will open locked door. Enter and take elevator down. West to launch room. Use door spiker. Pull green switch, then red. Get spare parts. Go north through door. Pull switch. Exit. Get sector clearance. Return to where you beamed down. Beam up.

KORNEPHOROS SECTOR **Rutilicus 2**

Sabik Prime **(Bi-Level Mining Colony)**

Eltanin 7 (Sub-Arctic)

Arrive north-central area. Get thermaul. Note intern. Go to south-central area and give generator to alien. Get sonic pincers. Go south and exit building. Northwest is freezing captain. Talk. He will follow you. Kill Cin-Sae. Get Blo. Return captain to intern. Talk. Exit again. Go east to craters. Use thermaul on any crater. Return to building. Go to terminal. Use sector clearance. Get ship plans (Sheroshu). Beam up.

Kochab 2

You arrive just south of a large screen covering an auction. The last item to be auctioned off is a mass converter. Go north and talk to Movrin. He will give you spare parts. Open crate with uni-lock. Proceed to kill Cin-Say and Movrin. This will open door to north. Enter and get shroud admission. Go to guarded shroud vault and use admission on guard. Enter and get Shroud of Krig, which will restore life ten times. Proceed to auction and bid sonic pincers, planetary deed and cibercredit (obtained on Kornephoros) for the mass converter.

You can make additional trades in this area for a music box, bolt of Ulfas cloth and 10 credit card, but none of these appear important to completing the game.

Kornephoros 3 (Impremi)

Go south, then east and drop both crates of spare parts on two locations in north of room. Then proceed east to restricted area. Go north and west through damaged area and give uni-lock to colonist who will give you a cibercredit. Kill Cin-Sae.

Go north into room for loot. Return to restricted area and proceed north across the restricted line. Fight your way north and search dead alien meat for release to hatch. Enter hatch and search each coffin. Take what you want. After getting the last stanza on Vindemiatrix in the Izar Sector, you can return here and use it on the gold coffin to get a Cygnus cannon.

CAROLI SECTOR Denebola 4

Eldarin Temple. Talk to Ysaf and he will tell you that he needs a note from Alula 4. Proceed to southeast corner and get decorative orb. Another can be found on the west side of the building. Go to east side and place both of these orbs on pedestals. Enter wall. Proceed inside wall and get the Eldarin pot and the tractor part. Outside wall in northeast corner you will find an ordinary key.

When you return with note give it to Ysaf, who will open the door to the treasure room. Talk to Skao. Give him the Eldarin pot (drop it on the floor). Go to treasure room and get tech plans and ship plans (Kerouc).

Alula 4

You receive a distress call. Arrive in southeast area in lozam field. Proceed north and talk to agricol. Ask for work. Go west to room with potted plants. Search plants until you find a sack of lozam.

Go east, south, then west and get a caged noch. Return to agricol and give him the lozam. Enter room and get object that does not begin with the letters AGRICOL (the stone). Give the stone to agricol. Get the gallery admission. Go northwest to damaged tractor. Use tractor part on tractor. Follow path created by tractor. Talk to aliens. Get harvest key. Use key on door in northeast corner. Get requisition form. When you return with the ComNav from Cor-Caroli he will give you the Ysaf note.

Dortizam Labs research station. Go to northwest building. Enter. Get decorative orb. Talk to technician in northwest room to get mini-lab pass.

Enter mini-lab. Become miniaturized. Kill microts. Get gold wire. In northeast corner and south-central areas are two circuit boards. Blast hole in walls at weak points. Enter and get logic circuit Alpha and Beta. Now, drop the circuits the opposite of what they were. In southwest corner you'll find a broken wire. Drop the gold wire to repair.

Locate Ominsadya in southeast area (writing on walls). Give him the requisition form. He will give you the authorization form. Go to southeast corner and ride a dust mote out. Pick up the gravitic compressor and microtic injector. Proceed to northeast building and give form to engineer. He will give you the ComNav. Take this to Alula. In southeast building is Ominar and microchip viewer. He wants control chips from Alnasl Sector.

(Visiting this planet is not necessary to complete the game.) Use gallery pass to gain admittance. He will drop another pass. Take it. Locate Noch pen. Drop Noch cage on empty square. Have Nelson search the control panel to go to Level 2. Locate Slieth pen and drop Slieth egg (found on Rosalmothal 5). Go to southeast corner and talk to Chytti. One of them will give you an orb. Take orb to Eldarin in northeast corner and use it on him. He will give you a TAC nuke rifle.

You arrive in the southeast area. Go to north-central area and talk to ambassador. Talk to others. You will be given a Dhoven deed, and told to take the deed to Alhena 8 and then to Hyades 1. Beam up.

Wreck of colonists' flight by the Scroe. Locate fire extinguisher inside cave in south-central area and use it on burning building in southeast corner. Go through building and enter barrow. Go north and exit and talk to real captain. He will give you the password to enter the large pod.

Go to pod, enter and get the flight recorder. Proceed to northwest corner, put out fires and enter cave. At end of cave is alien girl. She will die. Get the alien doll. Go to second pod and give the doll to alien in north room. He will give you the leader's stone.

Enter building. In southwest corner is Numismates, who is supposed to stamp your Dhoven deed, but his validation stamp is missing. Use flight recorder to unlock door to north. After much fighting you will locate the rubber stamp. Return to the Numismates. (1) Drop deed. (2) Use stamp on deed. (3) Use deed on man. This will give you the Numistat deed.

Go south to first four rooms in a row. Enter each and search the sliders. This will unlock a few doors. Check rooms further south and talk to a Dhoven. He will give you a password to central door. Enter, go to northwest room and talk to another Dhoven. He will ask for ID. Show him the leader's stone. Now return to central door, go to east end of hall and search another slider.

Cor-Caroli Prime

Merak 1

ALPHENA SECTOR Procyon 2

Capella Prime

Alhena 8

Hyades Prime

Return to four rooms and search sliders again. This will access slider in room south of east end of hall. Search this. You can now go through door to south. Step on pad. Go north to room with robots. Enter and search the palm pedestal. Return to pad and continue west to next pad. Stand on it. Go north to room and search second palm pedestal. Return to second pad, go north and east to room with slider. Search slider. This will open door in south-central between pads. Enter and use approved Dhoven deed on Dhoven in northwest corner of room. He will give you the Krupp shields. Take the ship plans that are lying on the table. Return to Moonbase.

Zaurak Sector **Rana 1**

Work your way to northwest corner, where you will find a rope. Climb the rope. Go to northeast corner and talk to man. He will give you three black boxes (grav buoys). You must place one each on Zaurak 2, Rasalthoth 5 and Diphda 4. Have your point man carry the buoys. An indicator will show you where to place them. After you have placed all three, return here and go to second level, room in southeast sector and talk to the Giate. He will give you the K-beam.

Rasalthoth 5

Fight your way to small building to northeast. Enter. Search wall in northwest corner. Say "Yes." Go to slider bar and search. This will open the door to the pyramid. Enter. If you go north and west from here, you will find a Sleigh egg. Now, return to where you entered and move south. Keep moving sliders in this area to open further rooms to the west. Go through room with crates and continue to chute. Enter chute. This will take you to garden south of where you arrived.

Pick up the cyber boots. Search the ladder and return to the chute. Use the boots to jump across the chute. Search the rope to go to Level 2. Go to slider in southwest corner and search to turn off exploding floors. At locked door walk north to corner and drop an item. This will open the door. Enter and climb ladder up.

Claw Puzzle

Step on the yellow square and move:

S	E	E	N	N	N	W	W	S
S	S	E	N	N	N	W	S	S
S	E	E	N	N	N	W	W	S
S	S	E	E	N	N	W	N	E
S	S	W	W	N	E	N	E	S
S	W	N	E	S	W	W	S	E
E	N	W	S	W	N	E	E	S
W	N	N	N					

Get the tech plans. Go up the ladder and place a grav buoy at computer console.

Zaurak 2

Go to the room in the south-central area and talk to Rani. He will tell you that you need to turn the water on for the third district. Go to room directly south and pull lever. Go west and pick up sonic pincers. Return to room you just passed through with pipes and use pincers on pipes. The water is now on.

Go to end of far northeast hallway and use pincers on the hatchway. This will put you in the telemaze. Go:

E N W S N E W W S W.

Go around corner and search the computer. Go south to room and talk to Sharok. Talk to him again. Return to Rani and talk to him. Go to room east of this room and enter hatch. Place grav buoy in center of room.

Talk to Evians. Go outside and north to switch. Pull switch. Return to Evians and play Scorch game. Talk to Evians. One will give you a suit of armor. Return armor to him for Ship Plans. Go outside to southwest building. Enter, then go north and place your grav buoy on circle on floor. Return to Ran.

When you arrive, you are told that the queen bee is sick and needs your help. Fight your way to the northwest area where you will find the queen. She tells you that to get the harmonic resonator you must enter the temple on Ankaq 1 and place four holy spheres. Queen gives you an optical key and dies.

Fight your way to southeast corner. Get the Utrecean key. Use optical key to unlock door. Enter and get comnet. Map temple and note four rooms with blue crystals and niches in center of room. Note center room.

Proceed to room on east side and get the mindtrap. Go to southwest corner room and use mindtrap and comnet on door. Enter and talk to codebreaker. She will give you a datatape. Return east again to room below where you got the mindtrap. Give datatape to Bit. He will give you an eyeball. Go to north-central area and give eyeball to Socketball. He will open the warehouse door. Enter and get the Sphere of Harmon. Search all rooms until you locate four wetsuits, or get one and return to Base and manufacture three more.

Walk around and get all gold and platinum spheres, a few bronze spheres and the Sphere of Rhyth. Talk to Fandlebroth in room in northeast corner. Give him a bag of diamonds. Get the fake sphere. Go down ladder in southwest corner and talk to Abven Dabbs. Go to Cu's room (guarded by robots). Search painting on north wall to open secret door. Kill robots and Cu. Proceed east and south and give bronze sphere to alien for weird science card.

Continue exploring and get virtual reality card and blind faith card. Note locked door in southwest corner. Return to room in north and give blind faith card to Utrece for clue. Return to locked door and unlock with Utrecean key to open Cu's secret room. Place three gold spheres and one platinum sphere on four pedestals (any order). Steps will appear in center of room. Climb and enter vault. Get Sphere of Awa.

Pick up coral instrument. Don your wetsuits. Walk onto stepping stones in southwest area. This will take you to the ocean floor. Pick up Jars of Uru. Talk to sea dude. Enter hallway and touch magic trident. Kill all Darkteeth. Follow path. Get golden trident. Walk to end to exit. Use trident on door with three holes. Enter and get Sphere of Them. Use fake sphere on stand.

Return here and place four spheres, in any order, in four niches. Enter center room. Ethyn queen will give you the harmonic resonator. Return to Moonbase.

Diphda 4

ANKAQ SECTOR Fomalhaut 6

Ankaq 1

Deneb 2 (Shadowside)

Alrai 2 (Utrece Homeland)

Nashira 3

Back to Ankaq 1

IZAR SECTOR
Arcturus 3 (Detenu)

Medieval. Walk west until path exits in northwest corner. Go north to ruins and talk to people there. They will give you a silver locket. Return along path to where you started. Continue east, then go south and talk to lady. Answer "Yes." She will give you some letters to deliver. Go north and give letters to messenger. He will give you the official papers. Also, pick up the maintenance card. Go south to castle and show papers to guards. Enter castle. Go west and north into room and use locket on king. Enter treasure room above throne room.

Open chests in the locations marked with an "O":

-	-	O	-
O	O	O	-
O	O	O	-
-	-	O	-
O	O	O	-

The starstone will appear. Take it.

Vindemiatrix 1

Go north to building under construction and talk to old man. He will give you a funny hat. Return south to small, heavily guarded building and enter. In northwest corner of room use your maintenance card to get the nav beacon.

Mizar 5

Enter checkerboard room and give nav beacon (found on Vindemiatrix 1) to alien. To get past guards answer: "No," "Yes," "Yes," "Yes," "No." Exit and go to room in southeast corner and get the Hataphas gem.

Alkaid 1

North. Proceed west along building. Go all the way north, then east along pads, then south and west to door into building.

Talk to Omega. Activate four security panels in four rooms to south. After you have reset them, return to Omega, who will give you a Hataphas gem.

Izar 2

You arrive in the mud maze. Pick up the pikor if you don't already have one. Proceed generally east, south, east, north, east, south, southwest, south, east to building. Hug building as you move north. Along the way you will pick up four Hataphas gems and some tech plans.

Upon entering you will see six statues. Use a gem on each of the statues. This will open a wall to the west. Work your way to south-central room with teletrans pads. Piles of explosive debris along way can be disposed of using the pikor. Teletrans. Find another teletrans in southeast area. Teletrans. Locate elevator in southeast corner. Search the console. Several light posts will appear, all of the same color. Continue to search posts, until all are of a different color. You will now be able to enter the building.

Inside are two sets of two heads. Search them and they will ask you some questions. The answers are: "Roceve is not mad," "the Concierge made Omega," "Vindemiatrix is a new colony" and "the people are not rising up against the creations of the concierge." The speaker in these questions is the concierge. Past the heads you will arrive at the pockmarked wall. Use the starstone.

Next is a force field. Pass for now. Instead, take the teletrans to the east. This will take you to the inside of the forcefield on Vindematrix. Get to altar and use your funny hat. You will get the last stanza. Take the teletrans back, beam up and return to Kornephorus 3 and use the last stanza on the gold coffin to get the Cygnus cannon. Return to Izar 2. Proceed to the force field and enter it. Talk to the concierge. He will give you the N.I.C.T.U. and a set of ship plans. Beam up. Return to Base.

The station proconsul has locked himself in the great hall. Standing in front of the door is a crazed Ominar. When he questions you, reply in a manner that makes him believe he is not crazy. When he asks you, "Am I crazy?" reply "Yes." If you have a problem with this, just shoot him.

Go south into room and talk to Ominar. Search the lockers scattered around the halls until you have gathered the six crystals. Return and give them to him. He will unlock the door to the great hall. Go to room southwest of where you are and talk to another Ominar. He will inject you with a strandware required to use the mindnet on the transporters.

Go to Teletrans #2 in south-central and teleport across. Go north into room and get the mindnet key. Teleport back. Go north, east, north and south into room containing the mindnet pad. The mindnet key and the microtic injector you already have will activate the pad. Say "Yes."

Return to Teletrans #2 and teleport to third debris area. Search the area until you find the PC strandware (it will look like heavy magazines). Place this in the same inventory with the injector. North. Go to the proconsul and use the PC strandware on him. He will give you a control spike.

There are five monitors in this area that flash "Cl," "Na," "O," "H" and "S" when you approach them. These are the symbols for the elements chlorine, sodium, oxygen, hydrogen and sulfur. To open the first door search the monitors marked "Na" and "Cl." This is sodium chloride (salt). The next door is H₂SO₄ (Sulfuric Acid). Search "H" twice, "S" once and "O" four times. Go to next locked door and use the control spike on it. Inside you will find Ominfajadin. Blow him away. Get the escape code.

The death robots won't bother you until you attack one of them. Go to computer just west of door and use the escape code on it. Kill robot guarding door then *quickly* enter; once all your party is inside, step on tile slightly west of where you entered to close the door. Head east through corridors to computer room in north central area. Blow up the computer there. This may take several tries. Go to next computer room in southeast area. Stand on east side of room. Blast through the wall multiple times. Enter and blow up the computer.

Now enter the previously locked door to south. Proceed east through rooms to southeast corner. Pick up the Algo cam. This is the last of the parts you need to complete the Centauri Drive. Return with it to Moonbase for your reward.

ALNASL SECTOR

Alnasl 1

Vega 9 (Waypoint)

Ascella 2

LOCATION OF MATERIALS AND PARTS

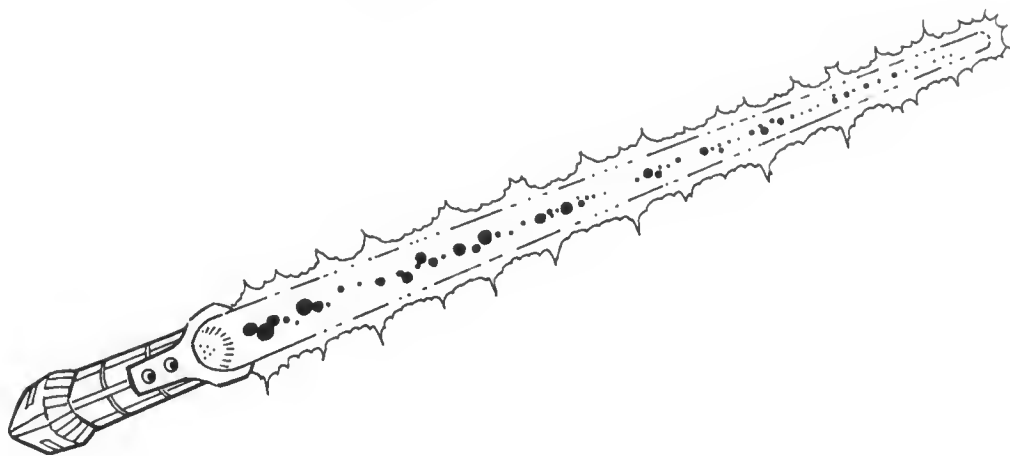
RAW MATERIALS

Some of these are obtained by trading with Traders. You may also attack the Trader and take the item.

Heavy Metals	Nusakan 3, Venus
Radioactives	Aldebaran Prime, Aldhibain 1
Inert Gases	Altair 4, Alphard 6
Alien Liquids.....	Almach 4, Diadem 5
Common Liquids.....	Sheratan 5
Rare Elements	Unukalhai Prime, Misam 2
Organics	Alpha Centauri 4, Asellus 3, Pluto
Soft Metals	Sirius 5, Seginus 8
Alien Gasses	Kerb Prime, Alderamin 5, Sarin Prime, Zavijava 1
Alien Isotopes	Ritilicus Prime, Shedir Prime, Menkent 1
Alien Crystals.....	Kitalpha Prime, Kursa 2
New Element	Kekkar Prime 1 (save it for MK7 Engines, Mega Missiles, Death Bolts)
Alien Organics	Scheat 3, Dubhe 3
Standard Crystals.....	Atria 3

PARTS FOR THE CENTAURI DEVICE

Algiebian Crystal.....	Algieba 4
Algo Cam	Ascella 2
Gravitic Compressor	Cor-Caroli 1
Harmonic Resonator	Ankaq 1
K-Beam	Rana 1
Krupp Shields	Hyades 1
Mass Converter	Kochab 2
N.I.T.C.U.....	Izar 2



PROPHECY OF THE SHADOW

**TYPE**

Fantasy Roleplaying

DIFFICULTY

Intermediate

SYSTEM

MSDOS (640K and hard disk or two 1.2 MB floppies required; CGA, EGA, VGA/MCGA; Ad Lib, Sound Blaster, Tandy)

PLANNED CONVERSION

Amiga

COMPANY

SSI

As a sorcerer's apprentice, you are charged with restoring the reign of magic in the land. The Mage Hunters of Cam Tethe, who took over the throne when Princess Elspeth mysteriously vanished, are only one of your many threats as you strive to prevent the rise of the Shadowlord and imminent destruction of the world. It's a one-character game, the first sporting SSI's new 16-bit engine to provide an easily managed icon-based interface reminiscent of Knights of Legend and Ultima VII. Conversation is conducted by choosing questions and replies from a menu that varies with each person and whose selections change depending on your interactions with individuals. In this manner you glean the clues that steer you on the path to success. Combat and magic are also point-and-click affairs that are quickly mastered. Dazzling digitized graphics, some semi-animated, and over fifty sound effects combine with the new interface to yield SSI's best roleplaying game so far. While it's not as complex as some quests, *Prophecy* is a thoroughly enjoyable quest for adventurers of all skill levels.

GENERAL TIPS

Cheat: To easily kill most opponents, press **[A]**, which will halt all movement. Move the attack "outline" to the person or thing you are about to attack. Use the right mouse button to attack, press **[A]** again at once, then repeat.

After each battle, search and you will usually find silver, torches and food. Rest whenever you can and use magic to replenish your strength when necessary. If your opponents are carrying weapons, sell them later at the pawn shop (which keeps things forever.) If your inventory is getting full, find a central location to leave items until you need them. Then cast a *Memoria* spell so you can return here when you need to resupply.

WALKTHROUGH

BANNERWICK ISLAND

Search area. Pick up the dirk and equip it. West. Examine trapdoor. Return to start and go south, out of the woods, and onto the beach. Go west into the building that is visible on the map. Talk to Berrin and get key.

Return to trapdoor and use key. The door is booby-trapped, so rest before proceeding. Enter Larkin's workshop. Get the book of spells containing *Memoria*, *Repetere*, *Curare* and *Incindiere*. Also get the lead catalyst, sack of silver and the burnt journal. Read the journal, then drop it.

Go to Larkin's house and rest. Drop both keys on the doorstep. Set out along the east beach for town. Locate the ferry stop as you go, then head west along the path into town.

You may want to visit the inn now for a good night's sleep. Then you can buy food and talk with everyone you meet. (In order to expand the conversation list, you *must* talk to everyone about everything on the list.)

Next check out all the buildings: a pawn shop, inn, store and jail. You will learn that there is a bandit hideout north of town in the forest and that the land is withering.

HEADED FOR HIDEOUT

Win some battles for more silver and buy a bottle of zinfandel at the inn. Give it to Robin. To find the hideout, go west out of town and head north along the beach, watching for paths into the woods. Continue north, noting two menhir (statues of heads) along the way. In the northwest corner you'll meet Silvan, who tells about Cam Tethe, the princess who has disappeared, and a tower ruins (Larf's) to the east. Continue north and, shortly after leaving Silvan, you'll find a path going south into the woods. Follow it south, east, north and east to the hideout. Save.

IN HIDEOUT

The password is **z3nf1n82l**. Be prepared for a major fight. Search all chests for silver. Take the rug, which opens a trap door. Open it and enter. Search for a rope and a death warrant for Larkin. (The battle for the death warrant is a tough one; you may want to visit the ruins first, discussed below, to earn experience points.) Exit and kill Larkin. Present document. Get book (*The Joy of Pies*) for directions to a secret location.

Return to the west beach and located the menhirs. Go to the second one south. Stand south of it, walk seven paces south, 2 SE, 19 E, 4 NE, 1 NW, 1

NE. Then follow the path east to the end and search for jewelry. Go to town and sell all the dirks and jewelry. Buy a rapier, food, a lantern, lamp oil, and flint and steel.

Go east and north to the beach to locate the tower ruins. On the way you'll pass a cemetery with a ghost. Just northeast of the cemetery are the ruins. Use the rope to climb down and enter the ruins. Light a lantern, which lasts longer than a torch, and explore.

You should find Larf's notes, which give *Inlustrare* (light), a blood-stained note, a severed head (Larf's), a platinum catalyst, torn note and Larf's rod, as well as the remnants of a journal that tells about a controlling rod and translocation devices. The Dirk of Sharpness found here is supposedly the game's best weapon. Return to Berrin and show him the death warrant to prove your innocence. He gives you a vellum scroll to take to the guild in Silverdale.

Northwest of the ruins are two conical stones. Stand between them and wave Larf's rod. You are teleported to woods on the mainland.

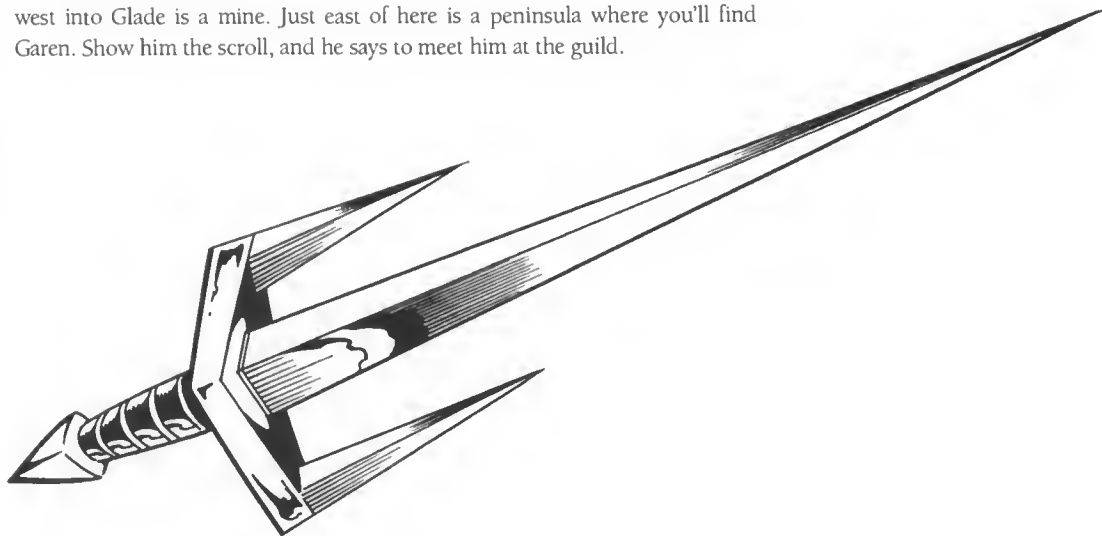
Head south to a town, talk to everyone and learn that you are in Glade. Kill the guard outside the ferry office and get the suspect list with the names Gerald of Glade and Garen of Silverdale. Leave most of your items here and cast *Memoria* so that you can return for them later.

Visit the lodge to the south. Talk to a hunter there to learn about the Torloks and a crystal orb deep within the forest. Then go to Silverdale and find the guild. The guild hall is the last building in the southeast. But the hall is closed by order of Tethe, who took over after the princess disappeared. Backtrack to the path south of Glade and head east on it. At the end of the path is the mage, Gerald. Show him the scroll, and he tells you to find Garen and then go to the guild.

Return to Silverdale and go up the east coast. North of the path leading west into Glade is a mine. Just east of here is a peninsula where you'll find Garen. Show him the scroll, and he says to meet him at the guild.

RUINS

GETTING OFF ISLAND



MINE

Now check out the mine. Follow the tracks to the end, go south and locate a ladder going down. Climb down, search the two skeletons and get the miner's journal. Go east and south around the east side of two lakes and past some large mushrooms. After slaying the gnomes at the fence of human bones, enter, slay the chieftain and get the Shadow Sword. Definitely hold onto the sword for later, but do not put it into your Pack of Holding when you get it, or all items in the pack will disappear. And if you use this sword, you will lose all your magic. So when you want to use magic, first drop the Shadow Sword.

Now go to the guild to meet Gerald and Garen. Giving you a key to the library, they tell you to go to the library and retrieve the prophecy scroll.

GRANITE AND PACK

To enter the Great Forest, walk along its perimeter and locate the two paths. One goes south on the road to Silverdale and leads to a teleporter. The other path goes north on the highway to Granite (next to a rock). Go to Granite.

Buy a bow, arrows and a great sword in Granite. Talk to everyone until you learn of a man who had been passing through town but has gone underground. In the center of Granite is a manhole. Enter and get the Pack of Holding by searching a skeleton.

Cast *Repetere* to return to Glade and gather up your gear. Put everything in the pack and trudge back to the path north of Granite (just after you make a turn southeast on the paved road at a white rock). Cast *Memoria* here.

LIBRARY

Enter the path and go as far north as possible, then west to another path north. To the west are some teleporters. Continue on the north path, go east, then south as far as possible. Now move east to a northern path and go north to a campfire outside of a cave. Save.

Enter the cave and scurry northeast to three fires, which when searched reveal a Torlock's tongue and several black potions. Exit the cave, go behind it and take the path northeast. Follow it east, south, west, south, east to the library. Save.

Fight the rats and spiders, then read the books and learn about a grotto, the Song of Creation and Bardach.

Be sure to pick up some spider venom in the course of your battles here, and get the Gazer-Commoner dictionary. On the third floor is a large block with a prophecy, which says that because you have completed the Rites of Passage and learned the Ancient Ways, you have been elevated to full membership into the guild.

MORE LOST RUINS

Exit, cast *Repetere* and teleport to Granite. Go to the guild and talk with Gerald and Garen. Return to Granite and speak to the owner of the house southwest of the city. Head south into the Withering Lands. In the southwest, find an empty building with some desert robbers in it. Kill them and search for the pango fruit. Also locate some ruins of a large city with several openings into the ground, which are all connected, and the teleport Gerald mentioned.

Enter a nearby opening to visit these ruins. Slay the dead mummies. Exit, cast *Memoria* and go to the teleporter. You emerge on an unmapped island. To the south is another teleporter. Use it, and you will arrive inside the gazer cave.

Watch out for wild gazers, as they can kill you quickly. (You need 100 hit points to survive the battle.) Go east until you reach a small lake, then south to a dead end, then west, south, west to the remains of the gazer civilization. (Be sure to snare a great bow and an eternal light while here.)

There are six plaques here, a gazer who won't attack and a teleporter. Read the plaques, one of which gives you the *Oculorum* spell, then talk with the gazer (using the dictionary). He is actually Bardach, the High Gazer, who tells how to use the teleporter to go to the Hall of Mages. Use it.

Go north, east, south, west then up a ladder. Continue east and south to rooms with columns, pedestals and a throne. Lying around are: last words, Everfull Flask, apprentice notes, letter, Resolution 212 and minutes fragments. Read everything, then cast *Repelere*. Return to the guild. Gerald and Garen are dead. Go to the swamp on the east beach and find the grave. Search and get the worn journal. Read it. Continue south to Jade and pick up information about a sea hag or witch that lives in Fell Swamp.

Slay the guards on the causeway. Go to the door on the east side. Use death warrant signed by Tethe for identification. (You cannot get in unless you have seen the dead bodies of Gerald and Garen.) After a few battles, find three sets of stairs, one going down and two going up (one is in the southwest corner and one north of the entrance). First use the north one to reach a burial chamber and get the moldy spellbook. Then use the southwest stairs, which lead to a locked door. Go up the north stairs and talk to Fiona about **72939t1nc2** to get a key to Tethe's chamber. Go west to Tethe's chamber door, south to a locked door. Save.

Tethe is *tough*! Don't go after him until your hit and spell points are at their maximum. Then:

1. Use key.
2. Enter.
3. *Immediately* use platinum catalyst.
4. Cast *Cremare Magnus* (not on yourself).
5. Cast *Incendere*.

Inside is a copper key, ebon ax, evil note, final warning and evil spellbook.

Go back down, head southwest and on to the locked door. Unlock it with the copper key. Inside is Elspeth, the missing princess. Free her, and she gives you an ebon key to Tethe's torture chamber.

Return to the locked door south of Tethe's chamber, open the door, enter and pick up some evil accouterments. On the way out, stop off at the alchemist in Granite and load up on Magic and Strength Potions.

Go to Fell Swamp. Entering in the north-central section, walk on the reeds. Go south and east until you find an island and meet Esme, the swamp witch. Give her Larf's head, and she'll make a potion to raise the dead. She also needs pango fruit, spider venom, vial of acid (black potion) and a Torlok's tongue to make the *Respirare* spell. She will attack when you try to copy the spell, and you must slay her to get it.

GAZER CAVE

KEEP

PRINCESS AND TETHE'S CHAMBER

RESPIRARE

TEMPLE

Follow the path out of Glade and head northeast to the place where you previously encountered wild gazers. Cast *Cremare Magnus* several times to get past them. Use the evil accouterments to get in. Go northwest and up, slaying the evil monk and everything else that moves. Get the gold catalyst, Fan of Shadow and the evil spellbook with the *Umbra* spell.

Exit the temple and walk around outside it to where you found a teleporter on the north side. Cast *Memoria*. Save. Use teleporter.

ENDGAME

Fight off a few Morgoths and go east into another temple. Drop the Earth Wand, Eternal Light, Everfull Flask and Fan of Shadows on the appropriate pedestals in the corners. After the earthquake, enter the opening that appears on the north wall. Save. Go downstairs.

Go east to two zombies. Cast *Umbra* to get past, or hit them with a few *Cremare Magnus*. Continue east to the body of Abraxus. Drink all potions until health and magic are up to maximum. Save.

Proceed in this manner:

1. Use gold catalyst.
2. Cast *Respirare* on remains.
3. Cast *Timestop*.
4. Cast *Cremare Magnus*.
5. Search/get Shadow Sword.
6. Attack, attack.

LOCATIONS OF ITEMS

KEYS

Key to Larkin's workshop	Berrin's house
Library key	Mages' guild
Key for Tethe's chamber	Keep
Ebon key to Tethe's torture chamber	Keep
Copper key	Keep

MAGIC

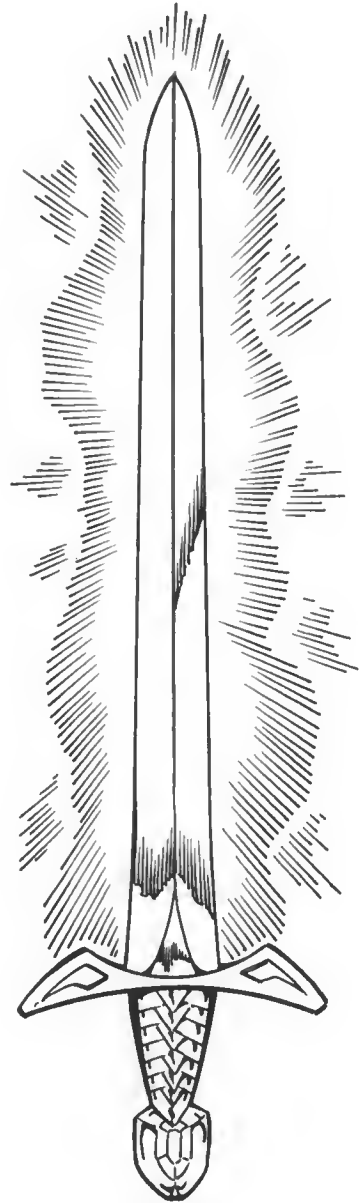
Gold catalyst	Malice Temple
Lead catalyst	Larkin's workshop
Platinum catalyst	Tower ruins
Vellum scroll	Berrin's house
Book of spells	Larkin's workshop
Earth Wand	City ruins
Tome of Earth	City ruins
Spellbook	The Keep
Eternal Light	Gazer cave
Last words	Gazer cave
Everfull Flask	Gazer cave
Moldy spellbook	Keep
Evil spellbook	Malice Temple
<i>Respirare</i> spell	Fell Swamp

WEAPONS

Shadow Sword	Silver mine
Great bow	Gazer cave
Ebon ax	Keep

Burnt journal	Larkin's workshop
Zinfandel	Inn
Gazer dictionary	Library
Rope	Under hideout
Death warrant	Under hideout
Joy of Pies book	Under hideout
Larf's notes.....	Tower ruins
Blood-stained note.....	Tower ruins
Severed head	Tower ruins
Torn note.....	Tower ruins
Journal remnants	Tower ruins
Larf's rod	Tower ruins
Suspect list.....	Glade
Miner's journal	Silver mine
Pack of Holding.....	Granite
Fan of Shadow.....	Malice Temple
Evil accouterments	The Keep
Torlock's tongue.....	Cave in forest
Black potion	Cave in forest
Spider venom	Library
Pango fruit.....	Withering lands
Apprentice's notes	Gazer cave
Letter	Gazer cave
Resolution 212	Gazer cave
Fragments of minutes.....	Gazer cave
Worn journal.....	Grave
Evil note	Keep
Final warning	Keep

MISCELLANEOUS



QUEST FOR GLORY III: WAGES OF WAR

TYPE

Animated Fantasy
Adventure

DIFFICULTY

Intermediate

SYSTEM

MSDOS (640K, VGA, 286
or faster, hard disk
required; mouse
recommended; joystick
optional; all major
sound boards)

COMPANY

Sierra On-Line



The third installment in this series is the best one yet. Again you can play the game as a fighter, thief or magic user. Each has different capabilities that are exploited to solve certain puzzles in a fashion unique to that character type, so you can play the game three times. Roleplaying attributes as well as logical puzzle-solving are involved. Attributes such as Stealth must be developed in order to solve some puzzles, while brain-power is sufficient for others. The animation, music and sound effects are dazzling. In this tale, war is on the verge of breaking out when you arrive in Tarna. Unless you drive the Demon Wizard out of this world, the death energy released in the war will enable an army of demons to cross over and wipe out all living creatures. So yours is a mission of peace, rare in an adventure game, and one of the things that sets Quest for Glory III apart from the competition.

GENERAL TIPS

The main difference in the three character types is that the fighter must solve problems through courage and force, the thief through cunning, and the magic user with magic. This solution covers all three character types. Except for the things you buy at the bazaar in the beginning, variations in the way some puzzles are solved by different character types are coded.

While the story unfolds day-by-day, the only time-triggered event is at the Pool of Peace, which may be visited only after Day 3. Always search any leopardmen you kill, for some carry gold. You can rest at the pool and the tree garden safely. If you must sleep outside in the savanna or jungle, be sure to light a fire (with the tinderbox in your possession, just hit the Sleep icon).

There is no need for a map, as you can get around with a few simple directions. You begin in Tarna. A little southeast and near the eastern border are two large rocks with a dark spot, the home of the venomous vine. Due east of Tarna, through the savanna, are the Simbani village and the Pool of Peace. Further east is mostly jungle, where you will find the giant tree and the leopardman village. The next step east goes to the falls and the lost city.

In order to qualify as a paladin, you must go through the entire game in an honorable fashion. When you do become a paladin, you gain certain extra powers, such as the ability to heal yourself, more protection and the ability to sense evil. If you are not a paladin, you won't be until the game is almost over and it will be of little value to you until *Quest for Glory IV*.

WALKTHROUGH

In Tarna, you will find the bazaar, money changer, fruit merchant, leather merchant, weapons, junk dealer, honey, rope dealer, fish, meat, beads, carved woods and cloth seller. When shopping, bargain as long as you can in order to save money. Your home is the Welcome Inn. Just north of the bazaar is the apothecary shop, and east of this are the steps to the Hall of Justice and Sekhmet Temple. Just to the east of the steps is Rakeesh's home.

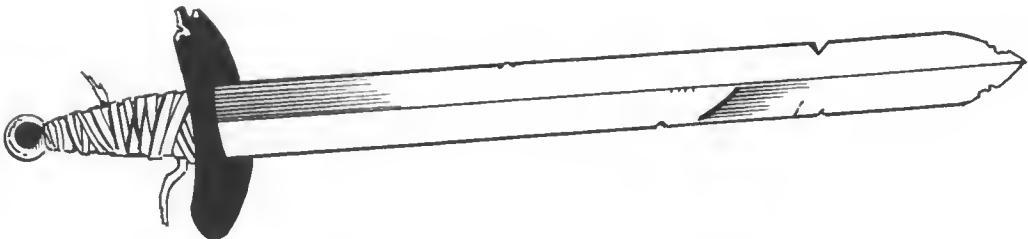
Exit Rakeesh's home. Go up the steps to the Temple of Sekhmet. You will be told to locate the Gem of Guardian. The sultan gives you a grappling hook. Exit temple. Down. West to Welcome Inn. Read bulletin board. Sit. Flirt. Order food. Go up stairs to room and sleep until morning.

LAY OF THE LAND

PALADIN

TARNA

TEMPLE OF SEKHMET



HALL OF JUDGEMENT

Exit room. Down. Sit. Order food. Exit. South to bazaar. Exit this area to the northwest and enter the north part of the bazaar. The thief from Tarna will appear. Run after him to the east. After he is captured by the guards, you will be taken to the Hall of Judgement and then to the sultan. Don't speak until spoken to, and always answer with honor and truth.

SHOPPING AT THE BAZAAR

Return to the north part of the bazaar and exchange money with money changer for local currency. All characters should buy two waterskins, a spear, a fine dagger, five zebra skins, a robe, a carved leopard (this is given to you by Katta), a set of beads, a tinder box, 40 meat, 20 fish and 10 fruit. The thief also needs oil, honey and a rope.

All three characters should buy cure pills for poison from the apothecary. Ask about Dispel Potion. Tell him the stories of your adventures in order to get lower prices.

Honor Points

Give the meat to the thief from Tarna, who is found in the bazaar after dark. Each present you give him raises your Honor points.

SIMBANI VILLAGE

First visit and talk with Kreesha. You'll be taken before the council and sultan again. Exit east to the gate. Talk to guards. Exit to savanna. Go east to the Simbani village, where you can train to improve your skills enough for initiation. The fighter must give the Laibon a horn from a dinosaur before he can be initiated. (Dinosaurs, as you might guess, are found outdoors, and you will probably have killed several by now.) All character types should train on the bridge and at the throwing range. Look behind Laibon's hut. Note cage. If Yesufu is here, talk with him, tell him about yourself and make friends. (If he's not here, try again later.) All types should play Awari to increase their Intelligence.

VARIATIONS IN THE PATH

Fighter. Train until you become a warrior.

Magic User. Visit the giant tree and get magic wood for a magic staff.

Thief. Go to the Great Falls in the fourth screen east, which will trigger the capture of a leopardman; use a Dispel Potion on him (see **Gem of the World** and **Dispel Potion**).

All must complete the following sections; other variations are noted in each section.

FRUIT BUD

To obtain the fruit bud from the venomous vine, go southeast of Tarna to two large rocks near the eastern side of the screen. Don't get too close, or you will be poisoned. Watch the screen, note the meerbats, leave and return at once. If you wait, one of the bats will be trapped. Attack the vine, and it will be released. Exit the scene and return. You will see the fruit bud and a fire opal in the southwest corner. Take them. Before you proceed further, go to the Pool of Peace (due east) and fill the two waterbags. The magic user can cast *82t2ct Mlg3c* just for fun.

To obtain the Gem of the World and a gift, go to the giant tree. Enter, cross the rocks, and follow the trail and paths until you cross under the waterfall. Go east to the opening, click on it, and you will encounter the Guardian, who will give you a gem. Take only one. (If you are the magic user, he will tell you how to get the magic wood.)

Exit and go back toward the waterfall. This time go up and all the way west to a garden. Go to the spiral walkway in the foreground, place the waterbag on the platform and you will receive a gift.

Magic User. You must also find and return with the **Bl52 Fl4w27**, after it has been dipped in the Pool of Peace when lit by the moon, and go through the same process to obtain the magic wood. The **fl4w27** can be found in the southwest section of the screen with the large tree (look for five leaves in the foreground). Go to the top one and get it.

At some point while walking around the savanna, you will encounter a trap. Spring it with your hand. You will also come across a honeybird. Follow it. It will lead you to a tree with a bee hive. Drop **h4n26**. Exit. Return. Get honeybird (it will fly away). Get feather she left behind. Give it to the apothecary, who needs it to make more cure pills.

Take the gem to the temple. You will be judged. Pick the key. Answer truthfully, with wisdom and honor. The priestess will tell you your Past, Present and Future and issue a final judgement of your character.

Return to the apothecary. Give him the waterskin with the water from the Pool of Peace, the fruit bud and the gift from the Heart of World. Buy two potions.

Go far east to the waterfall (past the giant tree). Check out surrounding area. You will encounter a monkey trapped in a cage. This is Manu. Release him. Talk to him. Return to village.

After all the above has been done and the leopardman is in the cage in the village (around Day 13 or 14), wait until the guard is neither Uhura or Yesufu. Use the Dispel Potion on the captive, who turns out to be a girl whom the chief does not want his son Yesufu to marry. He sets the bride's price at five zebra skins, a spear and a robe, so give these to him. Go back to the girl, who will refuse to talk to you. If Uhura is present, she will suggest some bridal gifts. Give the girl the fine dagger, carved leopard and beads. When the original guard returns, open the cage. The girl jumps the fence and heads for the hills.

The fighter and thief must get the Drum of Magic from Laibon. The magic user doesn't need the drum.

Fighter. Get the drum by winning in a series of competitions with Yesufu. In the race, watch him get the ring, then click on the **v3n2** at the left of the screen and click on the **9p217**, and you will win this contest. At the wall of thorns is a **l4g**. Use it to pass the thorns to get the ring, and you will also win here. Wrestling and throwing of spears are tricky events to win, but if you help Yesufu when he gets trapped, you will still get the drum.

GEM OF THE WORLD

HONEYBIRD

JUDGEMENT AT THE TEMPLE

DISPEL POTION

TRAPPED MONKEY

BACK AT SIMBANI VILLAGE: CAPTIVE

DRUM OF MAGIC

LEOPARDMAN VILLAGE

Thief. When your Stealth is up to 125, examine the right side of Laibon's hut at night. Use the 81gg27 on the crack twice. Enter hole and get the Magic Drum.

Now you must find the girl. Go east and search near the large tree. When you feel that someone is watching you, put the talk cursor on yourself and use Call Out. The girl will appear and take you to the village. Soon you'll see people being magically turned into leopards. After this you are led into the presence of the girl's father, the chief.

Fighter. Give him the 875m, and you get the spear. You are teleported from Simbani to a meeting at Tarna.

Magic User. You must fight a duel with the shaman. To counteract his spells, use the following:

<i>Shaman</i>	<i>You</i>
<i>Shaft of Light</i>	<i>Summoning Staff</i>
<i>Circle of Fire</i>	<i>Calm</i>
<i>Darkness</i>	<i>Jiggling Lights</i>
<i>Snake</i>	<i>Flame Dart</i>
<i>Hole or Descend</i>	<i>Levitate</i>

When he loses control and calls forth a demon, who takes him over, use the Dispel Potion on him. the Chief is grateful to you for saving his life, and gives you the spear. The spear is taken to the village, the drum is taken to the leopardman village, and you are teleported to a meeting at Tarna.

Thief. You must enter the village by using Stealth. You are automatically moved to the barricade fence in an animated sequence. Give f448 to the black leopard standing below. Use rope on grappling hookthat sultan gave you, use grappling hook on hut. Walk across tightrope. Enter hut. Free monkey. Get Spear of Death. You are transported to the chief of the leopard village; give him the drum. Then you are teleported to Tarna for a peace conference.

PEACE CONFERENCE

At the conference, the leaders of the two villages are killed by demons, and you are ushered out of Tarna to find the Lost City. The gates are closed. This sequence is automatic and identical for all three character types.

MONKEY VILLAGE

On the way to the Lost City, you cannot sleep in the Simbani village. Make your way to the pool or tree, where it's safe to sleep. Then head for the waterfall. You will encounter Manu, the monkey you freed, who will invite you to visit his village. Each character type enters in a different fashion.

Fighter. Use a 74p2 l18827 the monkeys lower.

Magic User. L2v3t1t2.

Thief. Use g71ppl2 and 74p2.

CROSSING THE FALLS

Inside the monkey village, talk with Manu and persuade him to lead you to the Lost City. He will do so, but you must cross the falls. Each character does so differently.

Fighter. Use **v3n29** and the rope ladder.

Magic User. Use a **v3n2**, cast **L2v3t1t2** and have Manu pull you across.

Thief. Use the **g7lpp13ng h44k**.

Ask Manu about the secret door. Use the **F372 4p11** in the eye to open it. Each character deals with the demons inside the door in his own way.

Fighter. **F3ght** the demons.

Magic User. Cast **C1lm** on demons, **4p2n** on the door.

Thief. Use **9t21lth**, lockpick and **43l** on the door.

As you talk to Rakeesh's daughter inside, she is possessed by a demon. You must kill her or be killed. As soon as she is dead, a portal opens. Rakeesh, Jorahi, Yesufu, Uhura and the thief from Tarna appear. Rakeesh restores his daughter to life, and you enter a room with five mirrors. Each mirror displays the alter ego of the person facing the mirror. You must destroy yours. You are weak, but the thief from Tarna comes to your aid. He also gives you Restore pills.

Fighter. The stone post turns into a gargoyle. Kill the gargoyle and push it over, turning it into a bridge. Walk across and use the Spear of Death, given to you by Yesufu. Then use your shield to knock the orb into the gate.

Magic User. Use your staff, then **T73gg27** on the wizard. Use **F47c2 B4lt** on the orb. This knocks it into the gate, destroying it and making this world safe for now.

Thief. Climb the stone pillar on your side of the chasm, throw the grappling hook to other pillar, walk across, then throw the grappling hook on the pillar nearest the Gate Orb (far right). Walk across. Throw grappling hook at Demon Wizard.

An animated sequence follows. Save your character for *Quest for Glory IV*.

LOST CITY

ROOM OF MIRRORS

DEMON WIZARD

END



SPELLCASTING 301: SPRING BREAK

TYPE

Graphic Fantasy/
Humor Adventure

DIFFICULTY

Intermediate

SYSTEM

MSDOS (640K and hard disk required, mouse optional; CGA, EGA, 256-color VGA, SVGA, MCGA, TGA (hi-res black and white); Realsound (PC speaker), Sound Blaster, Ad Lib, Roland)

COMPANY

Legend Entertainment/
Accolade



Where would the wacky students of Sorcerer University go for spring break but Fort Naughtytail? In the third of Steve Meretzky's magic and mirth-filled Spellcasting games, Ernie Eaglebeak and his frat brothers head for the beach, by way of a flying carpet. Right away they run into trouble with another fraternity, and agree to a series of beach contests to determine which frat is king of the beach. Volleyball, margaritas, sand castles and wet T-shirt contests are just a few of the typical spring break activities to which Meretzky gives his atypically hilarious twist. Ernie's frat relies on spellcasting to win, so you have to find an assortment of spells and figure out where to use them in order to save the day. Graphics, especially in SVGA, are superb. Choose the "naughty" mode, and they're also racy and revealing. The Legend interface lets you type in commands or pick words from menus, so it hasn't changed much. Like other Legend games, Spring Break manages to maintain the all-text tradition yet offer stunning digitized art and sound effects that keep it state-of-the-art.

WALKTHROUGH

Look. Take book. Read book. Examine woman. Talk to woman. Cast **Bl27k**. Read spellbook. Woo. Naughty. (This solution follows "naughty" mode; "nice" solutions are essentially the same.) Score. Take all. Down. NE. Take newspaper. Sit on carpet. Examine newspaper. Read different sections. Take off. Follow directions in documentation to get to Fort Naughtytail. When over Fort Naughtytail and beginning to crash, push sack off carpet, then keg, then case, then bar, then trunk (you can win the game in almost any order; this is the order for this walkthrough).

When carpet lands, go north. Read sign. Up (to your hotel room, using documentation). Take bag. Open bag. Remove cloak. U. Examine Yus. Wait until Ralph goes to pick up barbell. *Frimp* 100-pound barbell, 200-pound barbell, then 500-pound barbell. Wait.

Go to hotel lobby. Up to room 911. Take ticket. Wait until guy wants to sell ticket. Buy ticket. Wait until Hillary calls your number. Enter. Open suitcase. Open *Ratant* box (*Spell Mutation*). Get tie. Score.

Go to pawn shop and sell your cloak, trophy, nose shield, float, tie and textbook. Buy *Peawee* box and color bomb. Open *Peawee* box (*Regression*). Go to hardware store and buy bolt and studfinder. Go to village center and open trunk. Open *Kitchemy* box (*Lead to Bread*). Cast **71t1nt** on Foy spell (becomes *Voy* — *Make Dungerees*). Cast *Voy* on denim. Go to mouth of cave and take carcass. Go to end of road and drop **c17c199** (dog will start digging for it). NE. Take gloves. Back at village center, pick up jeans and trunk (sell both at pawn shop). Go to wharf. Wait. Take boot (sell it). Go to restaurant. Sit. Buy bisque. Eat bisque. Take conch shell. Take wood (left by frats).

As you leave the restaurant, you'll be arrested. In cell, give breadstick to rat.

In hotel room, take book, bag, bomb, studfinder and wood. Go to end of road and go west under hole in fence. Open sack. Open *Spunj* spell box. Take sack. S. Examine woman. Talk to woman. Again. Throw **b4mb**. Down. Score. Go to hedge maze. Pay three gold for medium skill puzzle. Select the following colors in this order:

bl52	62ll4w	b74wn	wh3t2	p57pl2	g722n
wh3t2	728	bl52	62ll4w	b74wn	bl1ck
wh3t2	728	p57pl2	g722n	bl52	

(you'll get golden seahorse).

Go to windswept road and *Spunj* root. Take sweet seahorse. Put all in bookbag, go to cliff bottom. Take keg. Go to hotel lobby by 6 p.m. (women will follow you in if you're holding the keg). Wait until bimbos enter. Listen to bimbos. Give **9t58f3n827** to bimbos. Up to party room (using documentation). Wait (bimbos will enter). During party, take plate of magic mushrooms. Score with bimbos. Wait for contest to end before returning to room to sleep.

SATURDAY

Getting to Naughtytail

Weight-Lifting Contest

Reunion with Hillary

Other Things on Saturday

Saturday Jail

SUNDAY

Mansion and Hedge Maze

Keg Party

MONDAY Inventory

Leave seahorses, sheet, gloves and letter in hotel room, taking everything else. Return to party room and get keg and studfinder. Go to pawn shop and sell keg, studfinder, mushrooms, sack and wood. Go to souvenir shop and buy *Uppssy* spell box. Open spell box.

Sand Castle Contest

Go to hardware store and buy shovel. Go to Blather Beach. Give shovel to Sid. **P21w22** Sid. Wait for contest to end. Examine object on ground. Take ratchet.

First Quest

Go to lighthouse base. Up. Take bulb. Take treatise. Read treatise. Go to stream crossing. Listen to workman. Give bolt to workman. Listen to workman. Cast **5pp996** on ratchet. Give ratchet to workman. Take ratchet. NE. Take plumage. N. NE. Give bulb to man. S. Take case. Return fixed bulb to lighthouse, getting second quest (and promotion to Level 4).

Underwater Adventure

At lighthouse base, drop all. W. Examine spell box. Open it. Enter ocean. NW. Take oyster. S. Take medallion. N. SW. Take bar. S. Kiss mermaid. Follow her. Score with her. Take parchment. W. S. Read plaque. Take egg. N. N. NE. SE. E. Open trap. Put all in trap. W. Up. (If you return to human form before you finish, return to underwater and you'll find your stuff where you left it.) Get things from lighthouse base. Go to fort. Look in **clnn4n**. Take moss. Go to wharf. Wait for lobsterman to pull underwater items up. Take all.

Other Things on Monday

5pp996 suit. **5pp996** eyeglasses. Open oyster. Take pearl. Examine medallion. Wear medallion. Cast **71t1nt** on *Ratant* spell (makes *Rattan* — *Shell Mutation*). Cast *Rattan* on oyster (makes aster). Cast *Rattan* on conch shell (makes couch and seahorse). Take soggy seahorse. Open egg (getting fuzzy seahorse). Go to pawn shop and sell ratchet, treatise and aster. Go to foothills and put **9p2llb44k** and **m499** in nest (returns *Rattan* spell to *Ratant*). Take spellbook. Return to room to sleep.

TUESDAY Belly Flop Contest

In hotel room, take all but seahorses, eggshell, sheet and letter. Go to souvenir shop and buy roc call. Go to poolside and wait until contest begins. Examine Vince. Give **pl5m1g2** to Vince. Wait until both Yus are done diving, then blow roc call (Vince will be picked up by roc).

Tuesday Jail

Dig with shovel.

Drink-Mixing and Guzzling Contests

Go to pawn shop and sell roc call and shovel. Go to grocery and buy strawberry. Go to surf shop and buy absorption pill. Go to Sand Bar before 7:30 p.m. **71t1nt** Voy (back to Foy). When contest starts, give **b17** to Vince. *Ratant Spunj* (changing it to *Spurj* — *Enlarge Wee Fruit*). *Spurj* strawberry. Foy strawberry. When guzzling contest begins, eat absorption pill and drink daiquiri (judge gives you T-shirt for next contest). Take margarita.

Finding a Girl

Wait for mud-wrestling contest to start at 9 p.m. in the Sand Bar. Examine Roxanne. Give **gl4v29** to Roxanne. Wait for contest to end (Roxanne will volunteer for T-shirt contest tomorrow).

WEDNESDAY Wet T-Shirt Contest

In hotel room, take all but seahorses, case, letter, eggshell and sheet. Go to surf shop and buy falsies. Go to beach by stand. Wait for competition to start.

When Mona arrives, give **f119329** to her. When Roxanne arrives, give her the T-shirt. **5pp996** Roxanne. When contest is over, take the jug that's left behind.

Go to grocery and buy laxative. Go to prospector shop and buy torch. S. E (entering mine). (You can avoid getting lost in the mine by dropping unnecessary items in the mine: the sheet, eggshell, instructions, etc.) NE. NE. Fill jug with water. SE. S (to mouth of cave). Go to souvenir shop and buy rust spray. Go to arena and wait for contest to start. While Yu is fighting bull, cast **71t1nt** on *Bip* spell (making it *Bim* — *Produce Soft Mucus*). When you are handed the cape, cast *Bim* on bull. Pour **11x1t3v2** in trough. Wave cape. Again.

Use **9p716** on bars.

Go to dance club. Dance. Pharts arrive, then Yus show up. When Yu is handed lead pipe, cast *Kitchemy* on pipe (turning it to bread). Cast *Ratant* on *Kitchemy* (changing it to *Botchemy* — *Peal to Steal*). Cast *Botchemy* on **b1n1n1 9k3n**. Wait until Lola arrives. Examine Lola. Talk to Lola. Take sword and baguette.

5pp996 cell.

Go to Coral Reefer Resort lobby. Go to room 1812. Take mudpack and gown. Examine gown. Score with Lola. Return to your room and go to sleep.

In your room, take all but seahorses, eggshell, sheet and letter. Go to pawn shop and sell torch, rust spray, straw, sword, baguette, mudpack and gown. Go to Fred's room (using documentation) and examine Fred. Pour water (from jug) on him. Go to Snackside Beach and wait for contest to start. Make sure you're wearing the medallion and, after Fred takes his turn surfing, surf.

Go to pawn shop. Remove medallion. Sell medallion and jug. Go to hardware store and give **p2171** to man (he gives you pearl dust). Go to lab in mansion and open case. Read auburn tube. Put tube in case. Put **c192** in vat (letting lemon juice soak in). Take case. Go to Blather Beach. Give case to Ollie. Open **15b57n 14t34n**. Put **15b57n 14t34n** on yourself. Wait for contest to finish.

While still on Blather Beach, take peanut butter. Go to lighthouse and give **p2171 859t** to sorcerer (he tells you of third quest and promotes you to Level 5). As you leave lighthouse, take collar at lighthouse base. Examine collar. Go to grocery and buy bread. Go to cliff bottom (scaring away jellyfish with **p21n5t b5t27** and **b7218**). Open chest. Put collar on seal. Take seal. Return seal to sorcerer (promoting you to Level 6).

Go to groggery. Examine rummy. Examine key. *Uppssy* key. Give margarita to rummy. Go to pawn shop and sell peanut butter, bread and case. Go to grocery and buy strawberry. Go to groggery. *Foy* strawberry. Give **813q5373** to rummy. Repeat strawberry trick until rummy offers you key at a price you can afford (you will no longer need money for anything else in the game, so spend it all). Buy key. Go to bank. Wake banker. Give key to banker. Open box with key. Take all. Open *Hisinfis* box. Open *Hufinpu* box. You can sell the safety deposit box and numbered key.

Bull-Fighting Contest

Wednesday Jail

Dance Club Brawl

Wednesday Jail Again

Lola

THURSDAY

Body-Surfing Contest

Best Tan Contest and Second Quest

Third Quest

Rummy's Key

**FRIDAY
Volleyball**

In hotel room, take all. Go to volleyball game. When contest starts and Ace serves, *Hisinfis* ball. *Hufinpu* ball. *Hisinfis* ball. *Hufinpu* ball. *Hisinfis* ball. *Hufinpu* ball. *Hisinfis* ball.

Pyramid Practice

Go to arena by 12:30 (you'll be given whistle). Blow whistle (Pharts make human pyramid).

Surprise Competition

Go to boulevard by 2:00. When small man drops key, take key. When competition starts, go north. Open door with **b152** key. E. Down. Take all (*Gessibub* spell box and lantern). Open spell box. Examine lantern. Cast *Gessibub* (*Simplify*) on lantern (becomes flashlight). *Uppssy* pillars. Up. W. S. Wait for aquarium to collapse (leaving squid on ground). Take squid. Wait for competition to end.

Friday Jail

Ratant Frimp (changing it to *Frum* — *Legislation*). Cast *Frum*.

Lost City of Sitnalta

Return to the spring in the mine, using the flashlight for light. E (giant squid appears). Give baby squid to giant squid. E. Open *Okeedokeyo* spell box (*Docility*). Read scroll. Do the following exactly as instructed:

E. E. N. E. E. E. S. E. E. Put sweet seahorse in **b378b1th**. N. N. N. W. S. W. Up. Put fuzzy seahorse in **n29t**. Down. W. N. N. W. Examine statue. Up. Blow whistle. Climb pyramid. Put soggy seahorse in **t5722n**. Down. W. W. W. S. S. S. Put golden seahorse in pot. E. N. E. E.

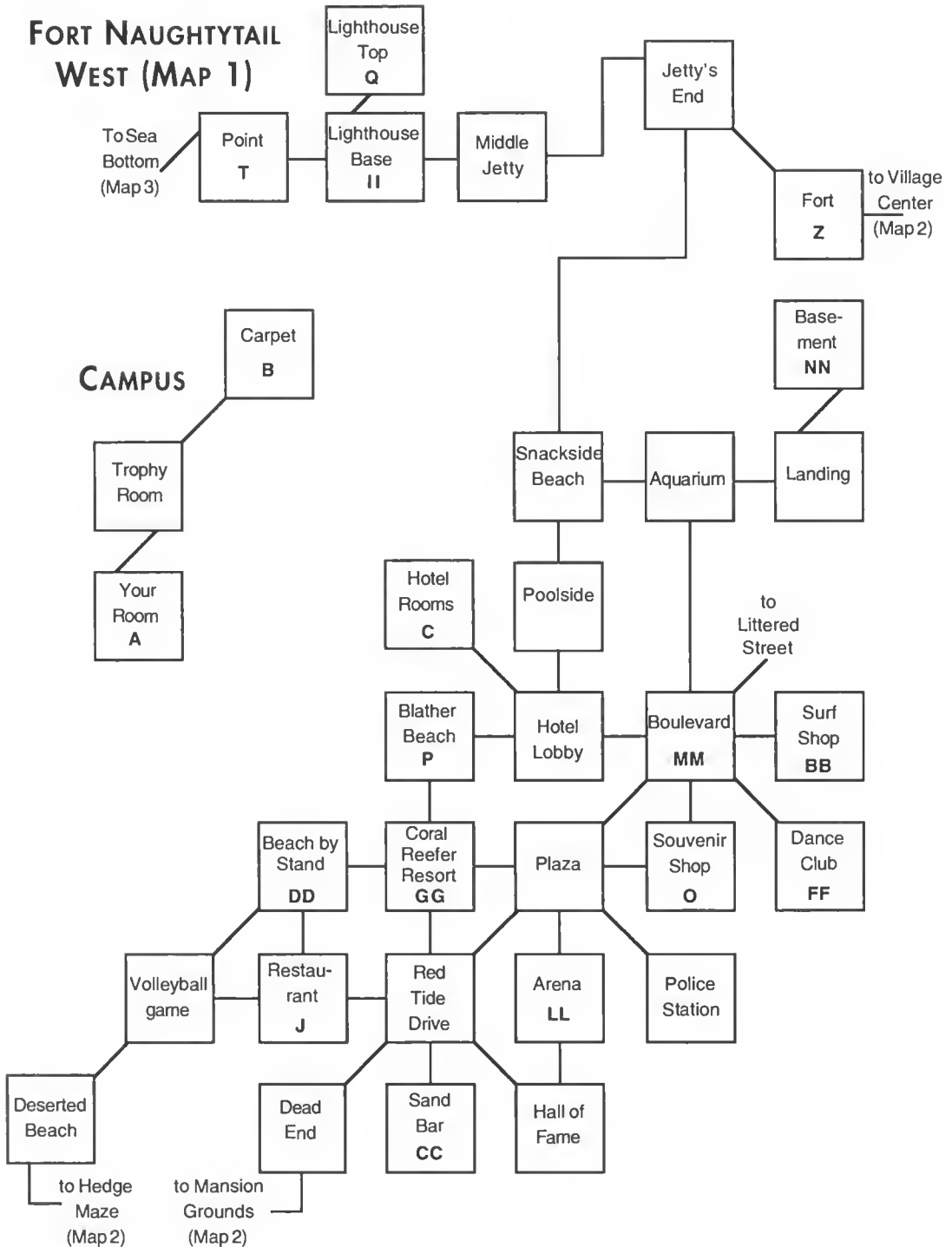
Fighting the Bull

Sit on throne. *Ratant Gessibub* (making *Dessibub* — *Amplification*). *Okeedokeyo* bull. When judge appears, **82993b5b** bull. Take head. South. Endgame sequence takes over.

MAP KEY

- A Spellbook, instruction sheet, float
- B Newspaper
- C Bag, nose shield, textbook, float (your room), ticket, *Ratant* box, spare tie (Hillary's room), mushrooms (Vince's room)
- J Bisque, conch shell (in bisque), wood
- O *Uppssy* box, roc call, rust spray
- P Ratchet (after castle contest), peanut butter (after tanning contest)
- Q Bulb, treatise
- T Big Finn box
- Z Moss
- BB Absorption pill, falsies
- CC Margarita, T-shirt (after guzzling contest)
- DD Jug (after T-shirt contest)
- FF Sword, baguette (after frat fight)
- GG Mudpack, gown (Lola's room)
- II Collar
- LL Whistle (after volleyball game)
- MM Blue key, baby squid
- NN *Gessibub* box, lantern

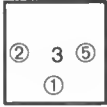
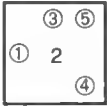
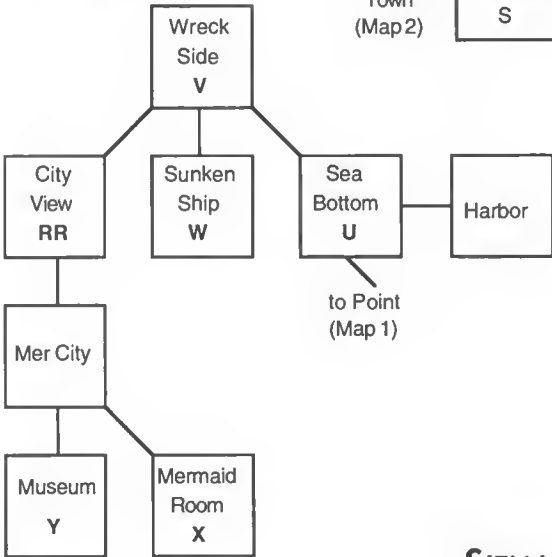
FORT NAUGHTYTAIL WEST (MAP 1)



D	Peawee box, color bomb, diamond ring
E	Bolt, studfinder, shovel
F	Trunk, <i>Kitchemy</i> box (in trunk), denim (in trunk)
G	Carcass
H	Gloves
I	Boot
K	Sack, <i>Spunj</i> box
L	Golden seahorse
M	Sweet seahorse
N	Keg, chest, seal (in chest)
R	Plumage
S	Case, tanning lotions (in case)
U	Berries
V	Oyster, pearl (in oyster)
W	Medallion
X	Parchment (scroll)
Y	Egg, fuzzy seahorse (in egg)
AA	Strawberry, laxative, bread
EE	Torch
HH	Lemon juice
JJ	Key (numbered)
KK	Deposit box, <i>Hufinpufa</i> box, <i>Hisinfsu</i> box (in deposit box)
OO	<i>Okeedokeyeo</i> box
PP	Slim fish
RR	Portable bar

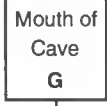


**UNDERWATER
(MAP 3)**

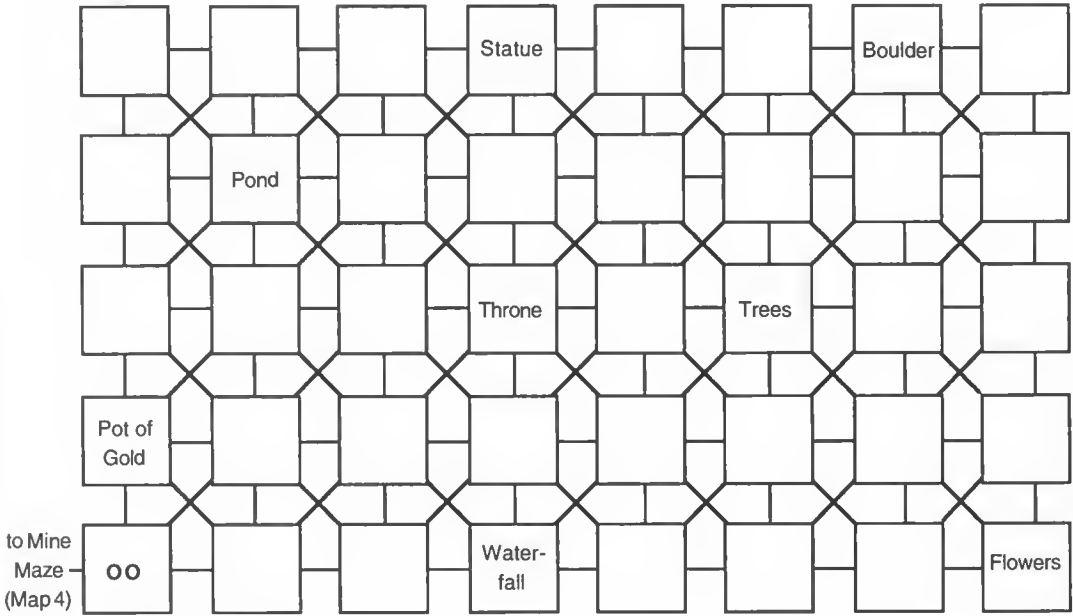


to Sitnalta (Map 5)

**MINE MAZE
(MAP 4)**



SITNALTA (MAP 5)



THE SUMMONING

TYPE

Fantasy Roleplaying

DIFFICULTY

Advanced

SYSTEM

 MSDOS (640K, hard disk,
VGA required; Ad Lib,
Sound Blaster, Roland,
PC speaker)

COMPANY

Event Horizon/SSI



From the designer of *Dark Spyre*, this one-character quest uses an oblique-angle view as your animated champion explores 40 mazes in a series of quests leading to the Citadel and the Shadow Weaver, whose death you seek. The magic system is unique, consisting of hand signals. As you learn the signals, they can be combined in patterns to cast spells. Puzzles are complex, graphics rich and the story compelling. The interface is all point and click, but several innovations are worth noting. In addition to printing out the map for each level, *The Summoning* will do the same for all conversations with the people and monsters you speak to in the dungeons. And some NPCs are gray, which means they are both evil and good; this makes it tricky to deal with them, as you must base your actions on your judgment of what they intend to do. As each year passes and the industry grows larger, we see fewer individual game designers arriving on the scene — Chris Straka is definitely one to watch, and *The Summoning* definitely a game to play.

GENERAL TIPS

At the outset you have the option of going to the northwest or northeast. Northwest puts you right into the game, northeast sends you through training levels for building up your character. (Should you choose the latter, you will begin the main quest on Broken Seal Five and will play the Broken Seal sections in reverse order.)

The program will print out all the maps; this solution refers to directions and locations on those maps.

Certain items must be retained to use later in the quest. You will need:

- Five white and five black pearls
- Scrolls for *Firebolt*, *Lightning*, *Invisibility* and *Swiftness* (all found in the Citadel)
- Apple core
- Mango
- Messenger suit
- Passport
- Hat
- At least six feathers
- Book of the Sorcerer
- Book of the Sword
- Diamond (or Dr. Jo Jo Snake oil, made from a liquified diamond)
- Isa rune
- Boots of Levitation (needed in the Otherworld; they wear out quickly, so so use them carefully)
- Two Thurisaz runes (one can be found in the Otherworld)
- Two Sight charms (they look like an eye; one can be found in the Otherworld)
- Eight iron slugs (for the final level)

When you find Bags of Lightness, fill them with boulders for weighting down plates.

Save often. Saves initially take 200,000 bytes (200k); by the end of the game they take 600,000 bytes (600k). If you have room on your hard disk you can always go back to any saved game by restoring them with the page down key; you may want to transfer these to floppies. But remember you can save over previous saves, so it's a good idea to save each time before trying out portals. If the move is successful you can always resave over your previous save and delete the trial save from within the game.

You can see on the map where you are and print the map and conversations as you progress. *Keys are precious, so you might want to save just before using one. If the objects inside are of no interest to you, restore and you still the key.*

On the first five sections (if you go northwest at the beginning) — the Broken Seal sections — you must obtain five portions of a broken seal and place them

ITEMS TO SAVE

SAVED GAMES

PATH

in a depression at the northeast sector of Broken Seal One. Then you can move to the second set of sections — the Elemental Barriers — where you must locate three separate spheres and have them activated. This enables you to reach the Knights region, where there are five Knights wearing medallions. You must get all five medallions before leaving this region. From here you enter the End sections. There are five of these, some consisting of two levels. After the End you proceed to the Other World sections, and from there to the Citadel, where you find the Shadow Weaver.

WALKTHROUGH

BROKEN SEAL ONE

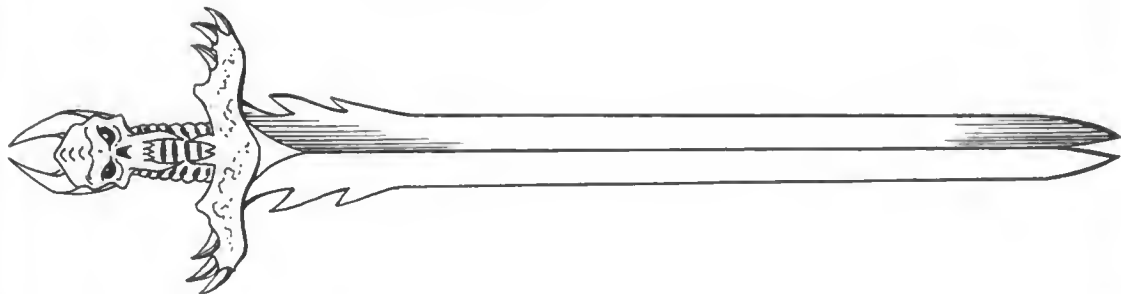
In starting the game to the northwest, proceed directly west (forward) until you arrive at a door going north. Enter, and you will encounter Honorah, who needs an antidote. She also has a mirror you need to combat the gazers. To get the antidote, go to the northwest part of the lower southwest square. Go down the ladder there, and you will find the antidote and Lars in the Below Broken Seal One level. Watch for secret doors to cover the entire area. (To open closed or secret doors that don't require a key, use the *Kano* spell, which you found when you entered Broken Seal One.)

Go south. Cast *Kano* on secret door. Get jade key. N. E. Use key. N. Kill Lars. Get gold key. Search chests. Get round key, gold coins, mango, feathers. S. Use round key. Get diamond. W. Use gold key. Use diamond. Get antidote. Get boulders. Get chain mail and helmet. Return to Honorah. Give her the antidote, and she'll give you the mirror.

Wear the mirror as soon as you enter the gazers' area, which is east and north of Lars' ladder. (Do not use a two-handed weapon here.) Kill gazers in the northwest room to get sun key and cross key. Use cross key to continue north.

After completing this area you can discard the mirror. In the Broken Seal region there is an underground bypass between sections One and Three. It is very helpful for getting back to Broken Seal One, where you will use the parts of the Broken Seal you've collected to proceed further into the game.

Still on Broken Seal One, get the first part of the seal in the extreme northwest part. Use it in the extreme northeast part. (When you have all six parts of the seal, you will return to this spot.) Go east and south to the room to the west. Use sun key. Get armor and sword. East. Down ladder. W. N. E. Up to Broken Seal Two.



On Broken Seal Two, which is a series of circles just east of Honorah, go north on the west side to a barrier. A bow and arrow are here, plus a plate (weight it down with boulders or bodies). Now proceed in the other direction and weight down all plates. There are three plates. After they are weighted down, go back and throw the lever you just passed. (If you can kill the swordsman you meet, he will make a good weight.)

On the west side is an entrance to the second circle. Pick up the three stones in the chest and drop them into the three holes you will discover. Throw any levers you find. On the north side is an entrance to the next circle. Weight down the plates with dead spiders, and also throw levers. On the south is a teleporter to the fourth circle. Do not use the levers on this circle. Go north, enter the center room, use *Fire* and *Lightning Protection* spells. Moonstones also give you lightning protection, while bloodstones give fire protection. Get the second broken seal, take the loot and get out. Your exit is to the northeast, on the outermost circle. An entrance to the underground bypass is to the northwest.

BROKEN SEAL TWO

Upon entering you will see a keyhole. When you get a gold key, come back it and use it here. The first time you enter, though, go north to the room full of boulders. Remove the top two and place them on a plate in the extreme north part of the room. This will open the door to the bypass.

BROKEN SEAL THREE

Go east, then north. Use the teleport unit. You must put dead dogs on the plates in the room where you arrive after teleporting. They will activate a number of portals. Use the far north portal twice. The second time it will transfer you near a chest. Get the third broken seal and the Book of the Sword here. Check the room, then use the western portal to go south.

Now go south, east, north, east, watch out for poison plants. Kill them with flame arrows or use a *Cure Poison* spell (hand signals 5-4-12). South of this point you meet Tristan, who will tell you of Dunston. Go north, then east, and you will see a teleportal. Use it and you will end up in a prison. Use the R rune, which will move you into the room with the hellhounds. Get the loot and keys.

Use *Teleport* (9-5-10-12-1), which sends you back into the room with the healer. Go to the room south of Dunston, where you used the teleportal. The door will now be open to the north. Enter and go down the ladder. Defeat the four skeletons, get five keys, release Dunston and return to Tristan. He will give you five runes. Go south and east to Broken Seal Four.

Plates or levers will not be mentioned in the rest of this solution unless they are handled differently than already discussed. Remember, most plates have to be loaded with something to weight them down. Some won't function unless other plates are already loaded, and most levers must be thrown. Save before you use teleportals, some of which must be entered twice. On others you must throw something into the second portal to make the first disappear.

PLATES AND LEVERS

BROKEN SEAL FOUR

You enter this section from the southwest, where a telcportal will transfer you to the far northwest near the exit to the fifth section. Most items you need here are located on the same level they are to be used. Work your way south to the large center part. You will hear about Krunk. There is a lot of loot in the north. After this, go east, then north to the electric room. (If by chance you have already run across the Boots of Levitation, do not use them in the electric room.)

Conserve your strength. There is a ball and a large round crate that you can push to depress two plates. You must rest and regain strength, then cast *Wall* (2-9-11-7) to create a block for the other plate. Jump down into the hole thusly created. Walk to the other end to get the fourth and fifth seals, a rune, sword and Boots of Levitation. Use the portal, which sends you just south of the electric room. You may use your R rune to teleport to the entrance to Broken Seal Three, then use the teleport unit there to the entrance of Broken Seal Five.

BROKEN SEAL FIVE

Go north and west from the entrance, then use the portal. Go north to another portal that sends you into a large room with three skulls. Use the east portal, then go south to talk with Agustus, who tells you of Darius and Angus. Go south from him, then east, north and west to a portal. Use it, go west and south, weight the plate down, then go north to another portal. Continue north, use a weight on the next plate. Go west, use the portal into large room and throw the lever. This opens the way into the room with three skulls. Go north, west and south. Kill Darius, get loot (including Angus' hilt), use lever.

Go north. Use key. Get sixth broken seal, Freeze scroll and Angus' blade. Return to Angus for reward. On the way back south, you will see a portal to the west of the west path. Use this, and you'll get a Healer's Tome, then teleport right back. Make your way to Broken Seal Three and use the underground bypass to Broken Seal One and use the six parts of the broken seal in the extreme northeast corner. You will now enter Elemental Barrier Three.

FROM TRAINING LEVELS

There is an entrance from Beginners' Level Three just south of Angus. If you enter here, you will play the Broken Seals part of the game by following the preceding solution in reverse: do Broken Seal Five, then Four and so on.

**ELEMENTAL BARRIER
THREE**

You emerge in the southwest corner. There is one portal here now; later there will be four. Just north is a location where you must bring all three elemental spheres before they can be used. Use the portal, and it will take you to the east. Very carefully put the balls on the plates. You may need magic walls to keep them from rolling too far; study them carefully. This will open the door to the north. Keep close to the walls to avoid poison balls and fireballs flying down the center of the hall. You will collect keys and other items on the way.

When you arrive at the large room, use a key on the door to the south. Put a weight on the plate in the southeast corner, throw the switch in the middle of the room, and you can now go north. Save, then use the runes as the skulls tell you. (Later, you can use the Boriel, Chesschantra and Abighael teleports; experiment with these only after saving the game.)

The sphere in this section is located in the extreme northwest, where there are three portals. Use the center portal, which says "seven." It will transfer you to a large clock. Put weights on number seven. Use the portal, which takes you to the exit and the sphere. If you use the portal in this area, it will take you back to the entrance, where you will be able to have the sphere activated. But you may just as well go on, for you have to come back later to have the other two spheres activated. You might want to explore further here, as there is plenty of loot in this area.

Exiting through a door in Barrier Three, you arrive in the southwest section of Barrier One. Go north, then east. Avoid the northwest area until you have a silver sword to slay the undead. A short distance to the east you will encounter the smith, who will create a silver sword for you. To get it you must go east and north until you find a wounded man, who will give you the silver you need for your mango. If you go north, west and south, you will find a holy man willing to part with his symbol for the Book of the Sword. Take these to the smith and get the sword, which is effective only against undead. Just south of the wounded man, the road seems to circle an empty place. Go to the west side and weight down a plate, and you will find a lever. Use this, and you can teleport to the inside of this area and find more loot. Remember to constantly load plates to open doors here.

ELEMENTAL BARRIER ONE

The portal just south of the wounded man will take you to a separate location with an exit in it. To the west are three portals. Don't enter the undead area without the silver sword. The three skulls tell you their destination. This portion of the undead area is entered by using the Thurisaz rune. East of this is an area that can be reached with *Teleport* (9-5-10-12-1) or a Raido rune. When you go to the south portal here, you step on a plate. A portal appears and teleports a chest, with this section's sphere in it, away. Throw the lever in the north, use the portal, and it will take you to the southwest of the undead area, where the chest will appear. If it is not there, you must go all the way to the northwest and use the plate and portal there to get the chest at the southern location. Go back to the exit, use the portal, and it will take you near the exit to Elemental Barrier Two.

ELEMENTAL BARRIER TWO

Enter from the west side, near the middle, and portal to the main passage. North and south are areas that you must clear. Use the keys to open the portals on the north and south ends. The north portal will take you to a section in the southwest. Work your way south until you see a double portal on the west side, and throw a stone into the second portal — this will clear passages south. Cover this area and you will find a portal on the east side, which will take you to a large room on the east side. You must kill a lot of creatures here and place them on plates — even the plates in the rooms after they open. There are thirteen plates; put dead critters on the plates, then use boulders and at last a wall (from the spell). This section's sphere is in the second room from the bottom on the east wall.

Work your way north. If you go all the way you will run into the barriers. After that, go south and west to the south room, where the portal will take you to an area northwest. Clear this of monsters, use the portal to reach the main passage and go west. Use *Teleport*, then the portal, to get to the entrance.

You must take all three spheres back to Elemental Barrier Three to the room just north of your original entrance. (It's just a step to Barrier One.) You can use the R rune to take you just north of the entrance to One. Enter Barrier Three and use the portal, which will take you near Skulk. The southern portal takes you to the entrance. Go north, have the spheres activated, and teleport to the west roadway. Use the northwest portal (walk up here if you haven't done it before; otherwise, take the southwest portal to the entrance and back to the Barriers). Use the three spheres, and you will be ready to enter the Blue Knight's section.

BLUE KNIGHT

Here you must collect, use and discard the eight wizards' skulls to get the *Gateway* spell. You must also kill the Blue Knight and collect his medallion. You will need all five knights' medallions to leave this area.

Beginning in the southeast, you meet Makabre. You may have to kill him, but question him first and you'll get a lot of information. Go south from the first room you enter, then west (don't forget the plates). In the west you will have to pass several tests. The answer to the puzzle is glass plus stones equals **b74k2n gl199**. You will receive a chest with a Jera Potion, stone and empty glass. Drink the Jera Potion, then drop the now-empty bottle in the first hole, drop the stone in the second hole and break the empty glass and drop it in the third hole. You will receive a chest as a reward. The next test involves fighting. There are about five men, so be sure you have a lot of spells memorized. After the battle you will find your first wizard's skull, Erasus. Question it, then drop it. In this area you will also locate the skull of Zona. She will tell you the second hand signal for the *Gateway* spell. Drop each skull after questioning it and getting its hand signal.

The next test is magic. You enter a portal, which takes you to a portal with a plate and a portal. Put a wall on the plate, enter the portal, use the lever and go to the next room. Use a key to generate a portal, which teleports you to the room where you originally entered. Go west to the room of levers. Starting at the top left lever, throw every other lever. When you are finished, there are four levers in the center of the room. Throw the top two. You will now be able to go north. In the northwest corner is a portal, which teleports you to the center of a large room. Kill the Blue Knight, then get Searaven's skull. Use the portal in the southeast part of the room. Go north. To the west is the entrance to the crossover tunnel. Do not use this. Go east and out to the White Knight's section.

WHITE KNIGHT

You enter this area from the west and find five plates that require weights, mainly bodies. The first three are in the first room, then you need a weight on the plate in the southeast corner of the next room. Go back to the first passage north to reach the northwest area, then go down the ladder and use the Thurisaz rune.

This teleports you to a section of the Crossroad Cavern. Go north, and you will run into a lot of fire-throwing monsters. Use the Moonstone for a shield. As you kill them, they break apart. One will contain the Warmonger. Use it, and you'll get the *Mending* spell; it will also aid you later in the Citadel. Collect any loot, return to the entrance point and use the portal. Go up the ladder. You can discard the rest of your weapons except for a couple of shields, Swiftness and Healing, which restores health points. Return south and explore the balance of the Domain, then work your way northeast to a large room. Move the large drums in this room, and you will find a rune, key and keyhole. Use the key and a hole will appear. Jump down, and after some searching you will locate the White Knight. A bit west is a ladder up. Go up, and on the main floor go east to the big room, then north to exit to the Green Knight's section.

You can ignore the centaurs and walk away from them if you wish. From here head north, west and through the first north door to meet the Green Knight. Do not attack him — he will have a proposition that you should accept. If you wish, go north to explore. If you explore you will get quite a bit of loot. Going north, east, south and west you must cover plates 3 and 4 on the north side from the east, or you can enter the room with an R rune. A Healer's Tome and *Battlerage* spell are here. Leaving this room and going east you come to a portal. Use this to reach a large room; to enter the center room you will need the password "Zarf." You find the skull of Silvanus. Listen well to his words — you will need them in the Citadel. There is also a Wizard's Tome, runes and other items. Use the portal back, then go to the Ebon Knight's entrance, just west of where you entered.

GREEN KNIGHT

Take the old man's map, which tells you what to do in the cross-shaped room and later in the teleport room. At the end of the hall, use the portal. This ships you over to a room where you will use the southwest portal. In the next room, go E, N, E, W, W, E, W, E, W, which leads into a hall. Go east, where you'll meet three assassins. Go south, east and use the Sun Key. Now head east, then north to meet Tara, the Enchantress.

EBON KNIGHT

Tara gives you a spell. Continue east, then north until you see a series of levers and portals. Each lever you throw puts the material in the stall to your right. Start at the left and move everything to the east, then get the skull and other gear. Continue east, then north to meet the Ebon Knight. Memorize spells before this battle, because he's tough. After he is dead, use the key, which opens a portal to the entrance. Take his head back to the Green Knight, who will give you his medallion. This leaves only the Crimson Knight. From the Green Knight, go out the southwest door, move west, north and west to the entrance of the Crimson Knight section.

CRIMSON KNIGHT

You enter this section on the east, approximately in the middle. You can go in any direction, but it's best to go south to a teleport area. There are five teleports. Counting from the one on the east side, the first portal takes you to the north, where you can go west and south. The second takes you to a hidden area directly in the center. After some exploring here, take a portal back out and go as far south and west as you can.

The third portal takes you to a four-way crossing. At this point you must work your way west and south. You will see two portals with a ball behind them. Cast *Kano* (4-2) on the ball to put it on a plate. Ignore the portals. There are three plates that require weights to open the fourth portal (you can see on the map when it's open). Return east, go north (forget the portal to the north of you), go to the four-way crossing, then south to a room with five plates (all must be weighted down). You can return to the portals by going to the southwest and using the single teleportal to the west of the pair of portals. Arriving back at the portals, take the fifth one (from the east side). This will take you to an area consisting of three rooms. Going west, there are plates at the door and one on the west wall. The one on the west wall and the plate west of the door must be weighted down in order to go north. Use a jade key, and you will find the Crimson Knight. Collect the medallion.

You may go into the corner room if you desire, and find keys, runes and a time wand. You can also enter this room with a Raido rune, or through teleportal two, but save first. After you are finished, cast *Teleport*, which will transport you to the room in the northeast corner. Here you deposit your five medallions and prepare to enter the next region, but first there is a tiny room to the west with one of the skulls in it. (Remember, if a door does not respond to *Kano*, it must be opened from the other side, or you need to load or unload a plate or throw a lever or use a key.) Save, then experiment with the portals.

END FOUR

As you enter, you see a smith west of you. He offers to make you magic armor, which you need. In order to get the iron ore, mithril and leather strap, you must do the following. Go north and use the eastern ladder. As soon as you have explored the room, cast *Teleport*. You will find a special axe and mask here. Go north to the second room, collect a piece of iron ore, then go to teleportal unit. Use it, and you will arrive next to a dwarf, who will give you mithril for the axe.

Go up the eastern ladder, then down the original ladder. This time instead of using the teleport, go up the ladder. Go south, west and north. Watch the room carefully. It's an electric room, so don't use the boots. Wait until the opening near the door closes, then go to the nearest opening on the west side. Jump down, and you should be in a room with a chest and the leather. Get the leather, then go out north one room and use the teleport to the dwarf. Ascend the ladder to the smith. He will now build you a magical set of armor.

While in the teleport room, go to the south side. In this area you will locate a messenger uniform, hat and passport. If you lack the strength at this time, return later and try again. (If you cannot locate the items, you will have to get them in the End Two section.) After getting the armor, go north and use the same ladder. Go east three ladders, up, and you will be in an L-shaped hall. Go north, then west, and down the next ladder. Go east one ladder up, and you will be near the exit to End Three. If you wish to explore further, the entrance to the Citadel sewer is at the northeast corner of the lower level. When have maps of the first and lower level, you can superimpose them and put pins through each V to see where you end up by going up or down a ladder.

You enter End Three from the east side. Go north to meet a merchant. Take the cross key that's nearby. Go south, enter (you need three gold coins), go south, east and west. You must direct the ball down the southwest passage as ordered by the skull. Place a wall after it passes, then move the wall until the ball is wedged into the northwest corner. Go north, give the ball a push and it will move up and down the passage. Go to the next passage east, go down it and throw a lever. Come back and note the next passage east of you. The portals turn on and off when the ball rolls over the plates, which are so arranged that you can walk down at certain times, until you reach the door to the right. Stop there until the last portal is off, cast *Knock* and enter. Throw a switch. Save game. On the way out, watch for the portal to go out, then head for the door in the corridor; otherwise you will be sucked into the portal.

END THREE

Go to the end of this corridor, then head east and north. Avoid touching plates. When you reach the portal and round wall, go into the portal, cast a wall on the plate in the new room, then return via the portal. Now push the wall into the plate, go across the hall, throw the lever, go north, and you will arrive at a series of 18 portals.

Throw something into the second portal north on the east side, which causes six portals to disappear. Then throw something into the second portal on the center, and six more will disappear. One more toss on the east side, and you can enter the door on the west side. The item you threw will be there. Go west, throw the switch and the other portals will vanish.

Go north to a door and get four-way *Fireballs* ready, because you will be attacked by about 18 assassins. Then go north and throw the switch. Go east, use a key, then south. You run into poison bushes. Kill them and weight down the first two plates with them, then continue south. Don't step on any more plates, as they cast *Fireballs*. If you step on plate just before south door, door will open, though you may have to weight plate down. Ignore teleportal units south of the door and continue south past a room. Use the last of three portals south of the room, which will take you back to the room and some loot. Go back south, use a gold key on the lock, and it turns on a portal. Use the portal, and it will take you back to the beginning, and the entrance to End Five.

At the entrance, take the portal. There are two rooms in the lower section of the level. Open them with a gold coin, and you will get loot and a key. Go north and walk around the building. On the extreme north side is a skull requesting a gold key as a donation. Put a gold key in the slot. In four pathways are four plates that must be weighted down.

END FIVE

Now go back south and use a key or a coin to enter the building. Head east and use the portal, which sends you to the west side. Follow the path around the building. There are two plates that must be weighted, and a keyhole. On the east side of the building, head south. You will cross a plate and have a fight. Stepping on the plate activates a portal; if you can't find it, walk back across the plate, use the portal, and follow it around to the door that is open. Use the portal, which will give you a choice of the Raven or the Citadel. You are not ready for the Citadel, so go north, east and south to an area dominated by a skull and a lot of runes.

The puzzle is to use the runes to spell **1991993n** by dropping each rune into the hole, considering only the first letter of the rune. This allows you to go back to level three, an area that looks like a raven flying west. Enter at the top, work your way down along the western side, and throw the switch. Next you'll find a keyhole that will accept a sun key, but nothing happens. Far down on the left wing is a keyhole for a cross key. As you work your way back up the east side and reach the tail area, you find two keyholes that require a jade and iron key, and a bit north one that requires a round key.

You must enter the tail area through the teleport, throw a switch, kill some assassins, and get a key. The trick in getting out is that the portal is supposed to go off every once in a while. Use the Boots of Levitation, but ever so briefly. Now put the keys in the locks in the follow order: crosslock key, jade key, sun key, round key, iron key. Now go back to the crosskey in the south, and use the portal. It will take you into some rooms with the raven. Kill him, use his key and portal, and you are finished with End Three. Use the X rune you just found, or *Teleport*, to return to the merchant. Give him the raven's head and get your reward.

END TWO

Reenter End Three, walk north, east and south to where you entered End Five before. At the south end is an exit to End Two. There is not much on level two or the lava level. If you already have the messenger suit, you could just bypass them. But if you need the suit and other items, enter the level and go south, until you reach a large room with four doors. Go east until a skull says you are in the messenger area. Enter the room, use the teleport, and move from teleport to teleport, always checking the rooms outside, until you find the gear you are seeking.

At that point you can cast the Raido rune to take you back to the entrance of End Three. Now you can go north to the entrance to End Five. Go to the area where you had a choice of the raven or Citadel and take the Citadel. When you see four portals, stop and cast the *Gateway* spell you received from the eight sorcerers' skulls (5-12-1-4-10-11-10-3). You will emerge in the Other World. Talk to Lord Evermore and follow his advice.

OTHER WORLD ONE

Go east from Lord Evermore, then north. You will find several teleports. Go to the north one, cast *Kano* across the portal against the door, and it will open. Go back south and use a key. This will turn on the second teleport, behind the first. Throw something fairly heavy into it. You will be teleported to a plate behind the first teleport, and you will be able to recover the object plus some other items. Now go north, enter the king's chambers (two rooms) and get the items there.

Now go east and north. You already have an eye in your possession, but the skull requests two eyes. Go south and use the portal. This will take you east to another section. Move west until you encounter four portals you must get past. If possible, go west to a lever and a door, throw the lever several times, then edge as close to the door as you can. Press the Enter button and at the same time move south. You can get through the door. Once through, get the eye and use *Teleport* to get back to Evermore.

Now go back west past Lord Evermore, use the two eyes on the hole, and you will run into a series of skulls requiring the following items: a black pearl, Isa rune, Dr. Jo Jo Oil, apple core, Book of the Sorcerer and a sun key. At the end you will find another Thurisaz rune.

Return to the first skull and note the portal behind it. Use the portal, and you'll emerge in a maze of 15 rooms and 31 portals. The secret of getting out of here is to number the rooms, with the northwest room being room 1 and the southwest room being room 15. There are two portals in each room (upper and lower), except the fifth, which has three portals. Thus, "1 (upper) \Rightarrow 3" means that the upper portal in room 1 will send you to room 3. The abbreviation "al" means "after the lever in room 11 is pulled." You are trying to get to room 11 to throw a switch, so that you can eliminate two portals in room 5 and return to the castle.

1 (upper) \Rightarrow 3	6 (upper) \Rightarrow 1	11 (upper) \Rightarrow 7
(lower) \Rightarrow 2	(lower) \Rightarrow 12	(lower) \Rightarrow 1
2 (upper) \Rightarrow 10	7 (upper) \Rightarrow 13	12 (upper) \Rightarrow 9
(lower) \Rightarrow 9	(lower) \Rightarrow 6	(lower) \Rightarrow 6
3 (upper) \Rightarrow 8	8 (upper) \Rightarrow 11	13 (upper) \Rightarrow 15
(lower) \Rightarrow 9, 14, 15	(lower) \Rightarrow 2	(lower) \Rightarrow 1
(randomly)	(al: \Rightarrow 5)	
4 (upper) \Rightarrow 2	9 (upper) \Rightarrow 3	14 (upper) \Rightarrow 1
(lower) \Rightarrow 5	(lower) \Rightarrow 2	(lower) \Rightarrow 1
5 (upper) \Rightarrow 3	10 (upper) \Rightarrow 12	15 (upper) \Rightarrow 4
(lower) \Rightarrow 3	(lower) \Rightarrow 15	(lower) \Rightarrow 1
(al: \Rightarrow exit)		

The whole point is to get to room 8, use the upper portal (which will take you to room 11), throw the lever, then get to room 5 and walk out. (There is quite a lot of loot on the outside.) Then *Teleport* to return to Lord Evermore.

Use the same portal as before, to arrive in Otherworld Two and Three. There is no particular gear here except scrolls, weapons, etc., in one area.

In order to make the portal appear, you must zap away two crates that are on plates. Then you must pass three tests. One is a test of wits that consists of loading or unloading plates, another one is sort of a maze.

After the tests, return to Lord Evermore and use a Thurisaz rune. You will arrive just north of Evermore. Use an R rune to get to Quaser, the guardian of the staff. He is in the center room. He will explain his problem to you. In order to get the *Alteration* spell, you must use *Shape Change* (10-7-11-8-6-2-3-10) to look like him. He will give you *Alteration* (5-9-2-4-10-1-6).

To leave the room you will have to teleport to Evermore, then use another Thurisaz rune to go back. On the west side of Quaser's room is a portal. Use it, then the round key, and you will see a redhaired youth inside. Use *Alteration* on him, and he will turn into the half staff you are seeking. Now return to Evermore and the Citadel.

CITADEL

At the entrance to the Citadel, you see a square with four teleports and 12 plates. The idea is to get to any one portal, which can be done with weights. But if you need to get close to a particular portal, use the Boots of Lightness. Just don't depress the two stones. Before arriving, you will port to a room with a portal at one end. Be sure and put the messenger hat, suit and passport into the bag. Your armor requires a separate place; it will not fit into a bag. You can continue to carry Warmonger. They will take the pass and open the gate, and you'll be in the Citadel.

In the Citadel you must do a number of things:

- get the head of Chesschantra,
- use your scrolls to get to and destroy Balthazar on the first level,
- find five black and five white pearls to get to the top of the third level, and
- go to the lair and destroy the evil that exists there.

CITADEL BASEMENT

The ladder to the basement is just in front of you. There is a circle similar to Broken Seal Two, with just one path on the west side and three on the east side. Do not go below this level. As you work your way around on the east side you will find an opening to the next half circle. At the top of this is an opening to the third half circle; about halfway down is an opening to the inner core. Basically you are trying to get to the center of a square area, where you will meet the ghost of Chesschantra. She will explain a lot that we do not want to spoil for you. Do as she suggests — at least it will give you an option. Now return to the start and up the ladder.

STEP ONE

Explore the lower half of the first floor, as you can reach both sides from the entrance. As you print out more maps, you can superimpose them and put a pin through the ladder openings to see where they come out (it is necessary to go down one ladder in one quarter to reach another quarter). Search carefully as you go. Often there is a chest or loot lying in a corner. Look at the map to be sure you covered the whole area.

Make your way up to the northeast corner of the southeast quarter, and go up this ladder to the lower half of the second level. You may have already gone up the ladder on the west side of level one — otherwise, you can go down at this point and cover that area. In the lower east corner of level two is a ladder to take you to level three. Once you reach level three you can cover the entire east side.

**PEARLS, GOLEMS
AND FINDING THE
SHADOW WEAVER**

When you reach the third level, work your way north to the northeast corner. Here is a ladder that will take you down to the second level. There is a portal that takes you out of the room. You will find a great hall. Go west to the end, then north and east. There are three portals that will take you a lot of places. If you teleport into a ladder, go up or down and explore.

On the second floor you will have to fight stone golems. If you reach a ladder in the middle on the west side of level two, go down to level one, use weights to get past the four portals, then go north and use your four scrolls (*Firebolt*, *Lightning*, *Invisibility* and *Swiftness*) on the doors. At the end is the

container holding Balthazar's soul. Throw it against the wall. Now go back the same way you came down. On the second floor, *Teleport* out to a hall. Directly north are three more portals. Use them and chart where they take you.

You must search everywhere for the pearls you will need. Most are on the third level. They are used in the upper center of the third level, near the down ladder, where you see six skulls. This will take you to the upper part of the level and a ladder to the Shadow Weaver's lair.

Explore until you have the ten pearls, then you can forget the rest of the Citadel, except for level four. There is one black pearl in a trunk in the lower corner of the large room with the teleports. You get reach it by going up the ladder from the second level. Use the northeast portal, which takes you to three separate rooms from which you can teleport. Later, one portal from the bottom room will send you to a room just north of the ladder you came up in. There are several white pearls and one black pearl south of the northeast ladder. You can leave this room on the third. On the west side of the north-south corridor, including the doors leading off the corridor, there are at least five pearls.

When you have all the pearls and have used them as instructed above, you will find yourself in the north section. Go up the ladder, fight guardsmen, skeletons, etc., and follow the directions, which will get you to the Shadow Weaver.

You arrive in a room on the north. It has two exits. Unlock both. The outside area is in the shape of a large oval. Go east. As you progress, you come to a section on the east side with two skulls, two keyholes and four levers. After killing the guards, unlock the locks, which activate two teleports. The levers operate the doors. Use either teleport and print out the map. Note your location.

You will find a teleport here, so teleport back, and again note your location. You will usually arrive back on the outer circle on a plate. Continue around, and you will find similar setups on the south and west. After covering all the portals, put bodies on the plates and repeat. You must collect at least eight iron coins to use later. In the southwest corner of the oval is a lever. Throw it, and a portal will appear. Use the portal, and you will wind up on a path just north of the main path. This leads to a portal that sends you to the Shadow Weaver. If you have eight coins, proceed (otherwise go back over the other portals — some will take you to a different destination).

When you use the eight coins, you will arrive in the dead center of the next area. Go west, where Warmonger will encounter his brothers. Use the broken staff to enter. The staff will be waiting for you on the other side of the door. In this room, you will find the Shadow Weaver. Remember the words of Sylvanius, the skull in the Green Knight's section. You have several options, so save the game. First you must mend the rod by putting Warmonger in a pocket. You may have to drop a chest to do this, as well as using both parts of the staff and *Mending* (6-8-7-1-3-1-2-6). To avoid spoiling the surprise ending, remember that you can activate the summoning rod by using the icon.

LAIR OF THE SHADOW WEAVER

TREASURES OF THE SAVAGE FRONTIER

TYPE

Fantasy Roleplaying

DIFFICULTY

Intermediate

SYSTEMS

Amiga (one meg)
MSDOS (640K and hard
disk or two 1.2 MB
floppy drives; CGA,
EGA, VGA/MCGA; Ad
Lib, Sound Blaster,
Tandy)

PLANNED CONVERSION

Macintosh

COMPANY

SSI



The second and last of SSI's Savage Frontier series, this was also one of the final "gold box" games produced before SSI switched to their new 16-bit game engine with *Prophecy of the Shadow*. *Amanitas the Sorcerer* has summoned the *Heroes of Ascore* (your party) to help the dwarves in their battle for freedom and to investigate other strange doings in the land. This leads to the discovery of a secret war waged by the evil forces of Luskan against the Lord's Alliance, a war involving assassination, terrorism and kidnapping, in addition to conventional combat. As you roam this vast land, you'll be assigned assorted quests and simultaneously solve a series of "lucky paper" missions that require three crystals in order to translate them. A couple of innovations make combat more interesting than in previous gold box games: weather affects movement and combat (but not noticeably), and more significantly, you and the opposing side occasionally get reinforcements during combat. In addition, the story is stronger than those of many gold box games, and an emphasis on character interaction turns *Treasures* into one of SSI's best such games.

GENERAL TIP

Maps are not provided, for the automapping and built-in coordinates system will suffice. All reference points are from the northwest corner square (which is (0,0)). For example, (4,3) is 4 squares south and 3 squares east of the corner square (and 5 down, 4 across, counting the first square).

WALKTHROUGH

Here you must help your friends the dwarves achieve their liberation from the Lords of Zhentil Keep. At (3,4) do not attack the cleric; he will give you helpful information. You may rest safely at the inn at (9,3).

From Llorck you must go underground to Geildarr's Keep. You can rest safely at any guard barracks that are empty. At (1,7) you encounter the evil witch Cortarra, who will take the shape of her prisoner, Siulajia. You must cast *Detect Magic* or *Dispel Magic* to discover which is which. You will need mirrors here for the cockatrices who will attack you. Take a wand of Magic Missiles and a dagger +2. Let Siulajia join the party. Your final battle is at (4,15).

Use "Search" to find a secret exit to the west. You must clear out the undead who have taken over the southeast portion of the city. In your fights you will find lucky papers; you need only one of each paper.

Go to the southeast corner (13,11). Go south through two doors, then east through a secret door, and you will encounter the enemy. After the battle you have your first crystal and papers. By using the crystal, you can read every third letter. Now go to Amanitas at (10,4). He gives you a crown that will allow you to talk with him at any time. He sends you to Leilon.

In Leilon you would normally go to the tavern, but don't enter until you have rested. You will be drugged and awaken in a barn. Set a fire to get out. (This is all part of a big plot to discredit the heroes.) Go toward Waterdeep, but stop, camp, rest and save the game before you get there.

At Waterdeep you are thrown into the ocean, but saved by sirens. On your way back you can rest in the sirens' cave (along the long halls running from (15,3) to (15,14)). Watch out for a pit trap at (15,15), then you can rest from (14,14) to (6,14) and in the queen spider room after killing her. Be sure your cleric has *Neutralize Poison* memorized, and protect your cleric. Take the magic sword from her nest (located between (3,0) and (3,4)). Your way out is at (0,15). There are a number of magically locked doors and illusionary walls. This will complete a "lucky paper" mission. To leave, go to (15,0), take the ladder and arrive at (6,15) in Smuggler's Dock, a short distance south of Waterdeep.

When you encounter the ancient dragon here, spread out and use *Lightning Bolt* spells. If you use these from the north, each will hit the dragon twice. You can take a ship from here to Orlumbor, but don't do it now. (When you do, be sure to arrive after 5 a.m.) On the dock at (9,5) you can buy rare maps; do so. If you need healing, go to the Temple of the Mask; the password is **m19k**.

LLORK

GEILDARR'S KEEP

LOUDWATER

SECOMBER

LEILON

WATERDEEP

SMUGGLER'S DOCK

DAGGERFORD

You must now go to Daggerford. At (9,6) you can obtain another crystal. Enter the castle at (8,5). Daggerford is freed if you win this battle. Then hurry to the town exit at (15,8) to stop the escaped enemy. Otherwise they will warn their compatriots at Way Inn that you are coming.

To complete the battle at Daggerford, you must free the master of Way Inn. Go to (5,6) and up the spiral staircase to (6,13). (To return down, take another staircase at (13,9), which ends at (6,5).) When you win this battle, you will have completed another set of "lucky paper" missions. The master will give you bracers +2.

YARTAR

You will learn that the waterbaron has been captured by foes from Triboar. In reality he was kidnapped by kraken spies, hoping to cause a war. Destroy the kraken headquarters, then go to Triboar.

TRIBOAR

Tell the guards you are not from Yartar. The waterbaron is being held in a room whose entrance is at (6,1). After freeing the waterbaron, take him to the Lord Protector of Triboar at (2,12), thus preventing a war. If you wish to enter (0,13), the password is **n47thw1t27**. Go back to Yartar (7,9), the waterbaron's home, for your reward. You have completed a "lucky paper" mission.

LONGSADDLE

Your job here is to kill off the krakens and their allies at the market, then clean the breeding monsters out of the various ranches. You complete another "lucky paper" mission by doing so.

TOWER OF TWILIGHT

The tower is owned by a high-ranking mage. If you clear out the monsters inside the maze around the tower, he will train one mage for 500 gold. Otherwise the Tower of Twilight may be bypassed, as it is not necessary to complete the game.

SMUGGLER'S DOCK

Take a ship to Mintarn and clear out the southeastern section of the island, including Southclaw Fort, thus convincing the Island leader (the Tyrant) that Waterdeep is not behind the plan to conquer the South Coast. You can rest anywhere except Southclaw Fort; you can also rest at Southclaw Fort once it is cleared of monsters. You will receive a powerful weapon, the Tyrant's Trident.

Vessels disguised as Waterdeep warships have been massing off shore, but don't let Wrightson discourage you from going to the Farr Windward. You can rest anywhere except in the tunnels. You should have the map if you purchased it in Smuggler's Dock. Go to (14,10). You will have a fight. Get the plans for the occupation of Orlumbar. Take them to Wrightson, and you will complete this "lucky paper" mission.

FARR WINDWARD

Go to (13,7) and meet Ougo and Haalbok. Trust their advice. Get Boots of Striding and Leaping at (12,10). (They enable you to indicate an area, then jump there during combat.) If you go to (7,11), you will have a fight, but will get the records of the people in Farr Windward. You must get the brand from the dead guard. After the fight, Ougo will take charge. From here take Ougo to see Wrightson, and he will free the people of Farr Windward.

You will be searched when you enter. Rent a boat so you can leave and return at will. To complete this "lucky paper" mission you must find the missing ambassadors.

To find the ambassadors, start at (14,12). Go south through the door, then east, northeast through an arch, east through a secret wall and south. Go to (0,10), then north through a secret door.

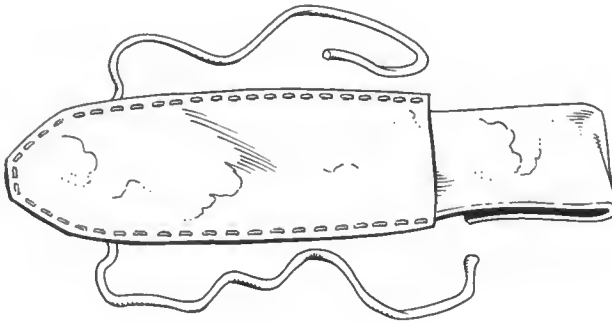
To reach this location you will have to go through the Fat Man's Bar. Don't talk to the Fat Man, just go south, east, north, or west through the secret doors. You can purchase many spells at the local magic shop.

Nothing you do here significantly affects the game. You can explore and kill monsters for experience points. The kraken headquarters is at (0,3), guarded by golems. Use *Lightning Bolts* and +3 weapons. Also in the inner room is a mage who will use *Kill Living* spells. Hit him with a spell each turn to make him lose spells.

A journey with the Trackless Sea Tours is not necessary to complete the game, but if you take it, stay on the ship, defeat the pirates, then bring the ship back to Port Llast.

NEVERWINTER

PORT LLAST



If you have completed all the "lucky paper" missions except Ruathym and Mirabar, seek out Jagaerda at (6,6). She will send you to Ruathym to rescue Shipmaster Redleg. After you return to Luskan you will again have to rescue Jagaerda, who is at (4,7). You will have to win a battle to rescue her. After you defeat the local captains, you should rescue Siulajia, who is being held at (1,11). You enter the same area in which Jagaerda is jailed. Don't try to enter the door at (10,2); it is a waste of lives and time.

LUSKAN

You must rescue Shipmaster Redleg, which will complete the last of the "lucky paper" missions. Redleg is in a cell at (8,3). You must enter the complex at (4,2), go south through two doors, then east through a secret wall. If you wish, you may try to rescue Redleg at (9,2). Go to (9,3), sneak into the auditorium through the west door, and you may be able to free him if you act quietly. Get the Bloodaxe and Redshield before leaving Ruathym; they are located at (3,3). You can reach them by going to (5,8), then south to a secret wall, then west and north.

RUATHYM

MIRABAR

If you have completed the above, the council will be meeting. Go to (10,6), enter and present you information to the council. Be sure to meet with Elastul and King Steelfist before leaving. Check (10,13) for Mirabar Magic, which sells the most powerful items in the game. Buy as many *Hold* and *Charm* spells as you can.

Go to the chambers of Elastul Raurym at (7,2) (entering at (5,3)). He will offer the help of his hammer Kriiador. Accept, then visit King Steelfist at (3,11). He will offer his son, but as the NPC slots are filled, instead he will give you a golden battle axe +3. Note: Be sure to hit every black-robed mage or spy in each round of combat, or you will find members of your party dead. You must now catch a boat to Fireshear.

FIRESHEAR

You have two goals: to free the town leaders, and to free the town docks so the party can proceed. As you arrive, you are attacked by beholders, yetis and more. Use spells to create a wall between the beholders and the party. Use magic arrows and weapons on the beholders, and save your spells for the other members of the attacking group. Use *Dispel Magic* to remove *Slow* and *Fear* spells. After the battle, check your supply of spells; it will probably be worth going back to Neverwinter to get more. To enter the Fireshear Firemines, enter the shaft at (2,14). You will fight a two-stage battle: the Grand Yeti is immune to magic, so use spells on his allies and attack him with weapons. After he is dead, you may rest safely anywhere.

ICE PEAK AND AURLISSBAARG

Do not go to Tranjer Rolsk's office, which is a trap. If you meet northmen, befriend them. Tell them the truth, that you are here to fight against Luskan. This will save a lot of battles. Go to (0,10) and then north, the only way to get to Bjorn's Hold. You will probably have to work your way out the east door, head north and then west to get to this point.

BJORN'S HOLD

Enter Bjorn's Hold at (0,1), where you will encounter two groups of blackrobes that must be eliminated. If you don't feel properly equipped, it's still not too late to return to Neverwinter and stock up. At (11,12), meet with Big Fish to get information. In the northeast corner, leave the dock for Icewolf.

ICEWOLF

You arrive at (13,15). Work your way north, but do not enter any doors or archways. At (1,10) go north through a door, and you will be nearing the end. Go north to a blank wall, then west through a secret wall and use the "Look" option. You will enter a tunnel that exits at (8,7). The dragon is dead, but you will be attacked by blackrobes. Use your spells: cast *Charm Person* and *Charm Monster* first, then use the *Hold* spells. Don't give up if some of your party are killed. After you win, keep the battle going until you can cast *Heal* spells.

Remember the dead dragon: as soon as you take the gem from his claw, he comes back to life. Dwarves will be helping if possible, so get your party away from the dwarves and spread out, because the dragon will use his breath weapon. After this battle, the endgame sequence takes over. You may still explore all the dungeons, but your quest has been accomplished.

ULTIMA VII: THE BLACK GATE



TYPE

Fantasy Roleplaying

DIFFICULTY

Intermediate

SYSTEM

MSDOS (386SX or better,
two megabytes RAM,
hard disk and 256-color
VGA required;
20 MHz+, mouse
recommended; Roland,
Ad Lib, Sound Blaster,
Sound Blaster Pro)

COMPANY

ORIGIN

The Black Gate introduces the Guardian, an ominous entity intent on ruling Britannia. You can thwart but not defeat the Guardian in this, the first of Richard Garriott's new trilogy, which follows the events of Ultimas IV, V and VI. An impressive multimedia introduction, featuring dazzling graphics and digitized voices, sets up the story before you step through the Moongate to Britannia. You might as well have teleported to East L. A., for this is a tale of serial murders, youth experimenting with escapist reagents, weird cults — not a pretty sight, and it's only a reflection of the Guardian's evil influence and a glimpse of his plans for Britannia. The magic system is an evolved version of the one in Ultima VI, with eight levels of power, but the combat system differs radically and offers strategic options. You order party members to use any of nine combat modes, and they perform related actions without further guidance from you. As Derrin Yee called *Ultima VII* in *QuestDusters*, it delivers "... a cutting edge, elaborately detailed world that is both fascinating and frightening."

GENERAL TIP

GLASS SWORDS

At a couple of points, this solution recommends that you use glass swords. Each of these potent weapons shatters with its first successful strike, so finding more than one would be useful. There are two glass swords at 48° N, 137° E. In addition, hitting any parrot you find with a **m1112t** produces the following coordinates: 169° S, 28° E. There are four more swords here, along with more than 1000 gold. (*Reveal* will show you where the traps are on the floor here.)

WALKTHROUGH

INITIAL INVESTIGATIONS

Trinsic

Search the murder site for Christopher's key. Talk to Finnigan to learn about the murder. Speak with Spark to learn about The Fellowship and Hook. Use the key to open Christopher's chest and get the gold. Read the scroll. Ask Spark about the scroll, gold and medallion. Speak with Gilberto to learn of the Crown Jewel. Talk with Klog (say "companions") to find out about Elizabeth and Abraham. Now speak with Finnigan again, giving him a report, and he gives you a password.

Britain

Converse with Lord British to learn about magic, Moongates, Rudyom, blackrock, Britannia and everything else. In Lord British's study, get the key. (His study is the one with animal head trophies on the walls.) You also want to locate the castle storerooms. There is a switch in the small room to the west of Lord British's bedroom. This opens a secret door to a passageway. Following this passageway to the south will eventually lead you to a staircase that will get you to the roof. The storeroom is in the northwest corner of the roof — get the reagents and spellbook there. (There is another storeroom in the northeast that can only be opened by flipping a switch behind a barrel in the northeast corner of the secret passageway on the first floor.)

On the way out of the castle, speak with Chuckles and play "The Game" until you win. (You win by using **w4789 4f 4n3 96111b12.**) You'll get a scroll with a clue suggesting you consult Margareta in Minoc. Do so, soon.

Go to the Fellowship hall. Speak with Batlin to learn more about The Fellowship. He will give you the Fellowship test and a sealed package for delivery to Elynor in Minoc.

Ask Batlin about Elizabeth and Abraham, then talk to Millie to learn of the voice. Ask Batlin about the voice. Converse with Patterson about the murders, then ask Gordon for details about Buccaneer's Den. Talk with Clint to learn more about the Crown Jewel. Read the scroll in the sealed package and the one in the locked chest in the Fellowship hall. (You won't get paid for delivery if you break the seal.)

Cove: Rudyom

In Cove, visit Rudyom and you'll be told about blackrock and the transmuter wand. Read the notebook. Rudyom will give you permission to take the wand. He also speaks of the Magic Carpet (which is at 8° N, 29° W). Go to Minoc.

Minoc, Paws and Jhelom

Visit and examine the second murder sight. Ask everyone about it for clues. Speak with Elynor and learn that Elizabeth and Abraham went to Paws. Enter

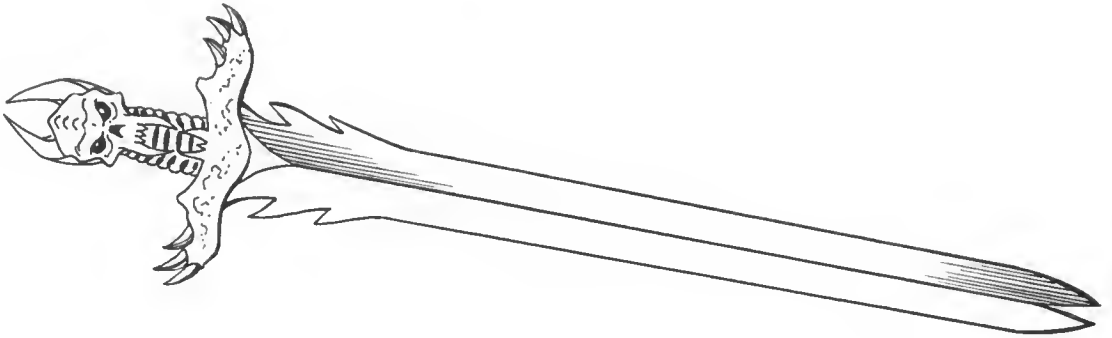
the Britannian Mining Company. Read the ledger to discover details on their blackrock stockpiles.

Now go to Paws. Speak with Feridwyn about Elizabeth and Abraham, who swears they're off to Britain. Find De Snel in Jhelom and say "dagger."

(You can follow Abraham and Elizabeth to Britain, Vesper, Moonglow, Terfin, Meditation Retreat and Buccaneer's Den, but you'll be on a wild goose chase. Regardless of what you do, you won't catch up with them until the end game.)

Return to Britain. After talking with Batlin, you're asked to retrieve a Fellowship chest from Dungeon Destard. (It is at 80° S, 16° W.) Get it, even though it's empty. Go back and talk to Batlin, and at 9 p.m. you will be inducted into The Fellowship. Head for Vesper.

Britain: The Fellowship



See Margareta the Gypsy and have your fortune told. Speak with Rutherford, the Checquered Cork barkeep, to learn more about Hook, a pirate who also dwells at Buccaneer's Den.

See Brion at the observatory in Moonglow. He'll tell about the event, an astronomical alignment, and ask you to get the crystal for the orrery viewer. To do so, go to the pub and speak with Addom about it. Give it to Brion, and he'll give you a complete orrery viewer.

At Empath Abbey, ask Taylor (the monk) about emps, wisps and honey. Get the smoke bomb. Read the court records in the High Court and you'll find out more about Hook. Also speak with the prisoners in the High Court jail. D'Rel knows more about Hook.

Go to the Bee Cave. To get honey from the bees, use the smoke bomb to put them to sleep. Seek out Saralek and Salamon in the Deep Forest. They'll send you off to get a logger to sign a document. West in the Deep Forest, Ben the logger will sign it. Return it to Salamon, then find Saralek. He'll ask you to fetch an emp whistle from Trellek. Do so.

TIME LORD Minoc and Moonglow

Yew

Bees and Forests

**Middle Forest:
Wisp**

Search this forest for the abandoned mage house (it is at 45° N, 12° W). Then blow the emp whistle to summon a wisp. Speak with the wisp to learn of the notebook, Alagner and the Time Lord.

**New Magincia:
Alagner**

Find Alagner to learn more about the notebook. Alagner wants you to visit Skara Brae, to discover details on the Tortured One and learn the answers to the questions of life and death. Buy the *Seance* spell (sold by Nicodemus, Rudyom and Mariah) before heading out for Skara Brae.

**Skara Brae:
Liche and Tortured One**

Cast *Seance*, or no one will speak with you. Look for Caine, the Tortured One, who won't help until you have liberated Skara Brae from Horance the Liche. Talk with Mordra for details on dealing with the liche.

Get Rowena's music box from Trent. Use it near Rowena, and you'll get a wedding ring. Give this to Trent, and he'll provide instructions on making a soul cage. Go to the cemetery and get an iron bar. Give it to Trent, and he will build the soul cage.

Ask Mordra about the necessary magical formula ingredients. Create the magic formula, using the lab apparatus in Caine's house. (The correct potions are 728, b11ck and m5lt3-c4l4728 m1n87ak2 2992nc2.) Go to the back of the Dark Tower and use the soul cage on the Well of Souls. Next use the soul cage on Horance the Liche during the Black Midnight Service — it can only be used on him while he is lying down. Now use the magic formula on Horance. Speak with the liche about Rowena and the Well of Souls.

Take Rowena to Trent. Now you must convince Mordra and the others to sacrifice themselves in order to get Forsythe to sacrifice himself. After doing so, take Forsythe to the Well of Souls, and it will be wiped out. Caine will now give you the answers to the questions of life and death.

New Magincia Again

See Alagner and tell him the answers to questions of life and death. He will hand over a key to his storehouse and offer a reward for bringing back the notebook.

To get into the back room of his storehouse, you must get near the teleporter in the center (the one with four blue chairs around it). Move the chairs to walk around this teleporter and to the north wall, which is illusionary (you can walk through it). Once you get through this wall, you can use *Telekinesis* on a switch to the west (if you haven't done so yet) to open the door to the back room. In the back room, there is a table with several chairs around it. There is also a room on stilts that is too high to get into.

Move the chair from the right of the table and the candles off the table. Place crates on the ground next to the table to act as steps to get on the table. Place the other six crates on the table to make a staircase (three crates in the north, two south of the three, and one south of the two). Get the notebook from the storeroom.

Take the notebook to the wisp in Yew's Middle Forest. The wisp will offer revelations on the Guardian and the Time Lord. Go back to New Magincia, and you'll find Alagner is dead. To see what happened, look in the crystal.

You can now teleport to this shrine, since it has now been activated by the wisps. You can teleport by Using the Orb of the Moons, which gives you a green pointer. Click the pointer directly northwest of where you are standing.

The Time Lord will dispatch you to investigate Dungeon Despise, which has trapped him. To prevent having to go through the dungeon more than once, he suggests using the *Mark* and *Recall* spells; you may buy these from Rudyom, Nicodemus or Mariah. These two spells also require at least two of the colored stones in Britain's museum. (You never have to drop any of these stones. You cast *Mark* on a stone, and your current location is assigned to the stone. From that point on, *Recall* will teleport you to that location until you cast *Mark* on the same stone at another point. You must have the stone in your inventory to cast *Recall*, so don't drop it.)

You can locate the Sphere at 0° S, 39° W. Take this news back to the Time Lord, who will send you to get a magic hourglass from Nicodemus.

Nicodemus no longer has the hourglass. He sold it to a vendor in Paws. Go there and buy it. Give it to Nicodemus in Yew, and now he says you must fix the magical ether before the hourglass can be enchanted. Talk to the Time Lord at the Shrine of Spirituality about this. He will suggest that Penumbra could fix the ether. Don't bother visiting Penumbra until you have a hammer, a gold ring, a lockpick, a spindle of thread and a gold coin (or gold bar or nugget). All of these can be found in Moonglow.

Place hammer, gold ring, lockpick, spindle of thread and gold coin (or bar or nugget) one by one next to the plaques in front of Penumbra's house. Use an orange potion or *Awaken* to wake her. Penumbra says the damaged ether must be blocked from her house, which requires four pieces of blackrock. Use the mining machines in the Vesper or Minoc mine to obtain several chunks of blackrock, or get them from Rudyom's supply.

Back in Penumbra's house, place a chunk of blackrock on each of the four pedestals. Now talk with her about ether. You will learn of the Tetrahedron, which is in Dungeon Deceit. She will also send you to get the Ethereal Ring from Draxinusom in Terfin.

Speak with Draxinusom in Terfin. He advises looking in Spektran for the Ethereal Ring. In Spektran, Martingo will tell you it's in the vault. To open the vault, you must slay a stone harpy and get the key from its inventory. The harpy is a nasty opponent — a glass sword would be advised against it, if you have one. Use it to get the Ethereal Ring, which Penumbra will enchant for you.

Find the Tetrahedron in Dungeon Deceit (at 25° N, 181° E). Take your gauntlets off and wear the enchanted Ethereal Ring before entering the Tetrahedron. Slay the ethereal monster (again, a glass sword would be very useful) and get the Little Tetrahedron. Go to Nicodemus in Yew, and he'll enchant the hourglass.

DESTROYING THE GENERATORS Shrine of Spirituality

Dungeon Despise: Sphere

Yew and Paws: Hourglass

Moonglow: Penumbra

Terfin: Ethereal Ring

Dungeon Deceit: Tetrahedron

Dungeon Despise Again

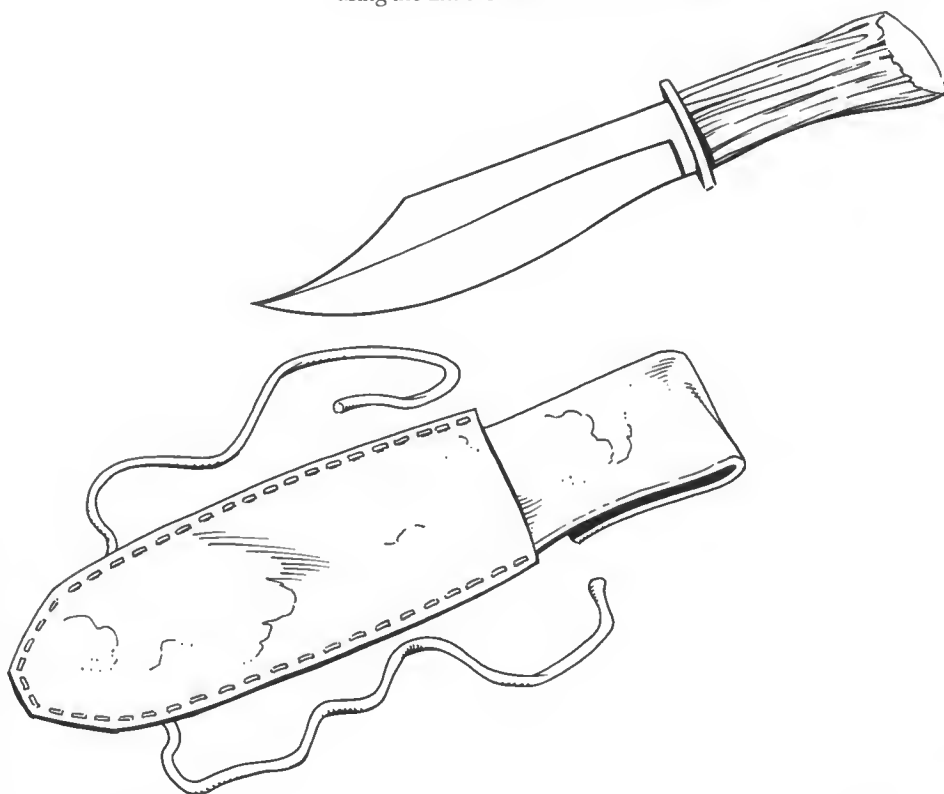
With the enchanted hourglass, you can enter the Sphere and solve the Moongate puzzle. (Choose between red and blue gates in this sequence: 728, 728, b152, b152, 728.) This nets you the Little Sphere. Listen to the Time Lord when he speaks. To talk with him more, use the hourglass. He reveals the existence of a Cube, which you must retrieve from the Meditation Retreat. He also advises learning where to find Caddellite (to make helmets) by asking Brion in Moonglow.

**Ambrosia:
Caddellite**

See Brion in Moonglow. Ask about Caddellite. At the Lycaem, ask Jillian and Nelson for directions to Ambrosia. You must slay the three-headed hydra that is guarding the Caddellite, but to do so, you must first be able to reach it. It is behind a wall with a secret door in the center of the north part of the wall. Double-clicking on this door opens it. Slay the hydra and get enough Caddellite chunks to make one helmet for each party member. Go to Minoc, give them to Zorn, and he'll make the helmets.

**Meditation Retreat:
Cube**

Go to the Meditation Retreat. Have the entire party put on their Caddellite helmets. Enter the Retreat Dungeon and find the Cube (at 165° S, 83° E). Healing potions and regeneration rings (the yellow rings) are also recommended to counter the Cube's barrage of *Fireballs*. Enter the Cube. Solve the Cube puzzle and get the Little Cube. The Time Lord will tell you about using the Little Cube at Buccaneer's Den.



With the Little Cube, go to Buccaneer's Den and talk with Danag. He'll discuss Hook, Elizabeth and Abraham, the special project, and other details. Now visit the Baths and ask Roberto about the secret passages in the mountains.

Go to the House of Games (with the Little Cube in your inventory). Talk with Sintag to get the key to the locked door. Enter. Look around for Hook's quarters in the secret passages. In a chest, locate the Black Gate key, the hit list scroll and the Crown Jewel navigation notes. (Be sure to take the key!) The Fellowship torture chamber is also in these secret passages. Leave via the Baths or the Fellowship hall.

Be careful when flying around here on the magic carpet. Flying over the wrong point in the southwest of this island triggers a bug that can lock the game.

Using the Black Gate key, the first room you enter is the Guardian's throne room. To exit, you must find a false wall in the NW corner with a switch behind it. This will open the metal wall in the north of this room.

You enter a corridor that leads to a locked door. Before you get to this locked door, there is a chamber to the north. This chamber has two doors. When you pass through the open door and get to the closed door, the closed door will open while the open door closes. This chamber leads to a prison. The three control switches to this prison are in the north. The left and right switches select the door to be open or closed. The middle switch opens or closes that door. When you can enter the cell with the dead body in it, get the key from the body and move the barrel, revealing another switch. The switch will allow you to exit the prison.

Shortly thereafter, there is a Fellowship meeting. After killing everyone here, you must move the Fellowship medallion from a pedestal to open a door. This leads to another locked door — break it down if you can't open it any other way.

Continue further into this dungeon. When you come to another room with a throne in it, sit on the throne. This throne is the first of several Thrones of Change; sitting on one throne teleports you to the next throne. Each seemingly identical throne room (after the first) has at least one illusionary wall that hide various goodies.

In the second room, there is a mage to the NW, with a well-stocked spellbook (unnecessary, but useful). There is a bag with a key to the SE. You must get this key before proceeding. In the third room, the NE wall leads to more passages, more doors (one unlocked by the key you just found), and finally, the Throne of Virtue. Sitting on this throne changes the sequence of the Thrones of Change — when you go back and sit on those thrones again, you will be teleported to a new (but still identical) room with an illusionary wall in the NW. Going through this wall takes you to a teleporter, which takes you (eventually) to the Black Gate.

At the Black Gate, slay Hook, Forskis, Elizabeth and Abraham. Place the three little generators on the pedestals around the Black Gate. This turns off the barriers. Use Rudyom's transmuter wand on the Black Gate, and it's all over.

(For an interesting alternative, save the game just before destroying the gate, and go through the gate, instead.)

CLOSING THE BLACK GATE

Buccaneer's Den

Isle of the Avatar: Batlin and the Guardian

ULTIMA VII: FORGE OF VIRTUE

TYPE

"Add-in disk" for
Ultima VII

DIFFICULTY

Intermediate

SYSTEM

MSDOS
(Ultima VII required)

COMPANY

ORIGIN

What is an "add-in" disk? In this case, one that adds a whole new area — the Isle of Fire — to the world of Britannia, along with several quests that may be solved before, during or after you've completed Ultima VII's main quest. You may travel back and forth between the Isle of Fire and the rest of Britannia, and it doesn't change the events in Ultima VII. Forge of Virtue's story will bring back memories to Ultima aficionados, for it harkens back to the original tales of the deadly trio: Mondain, Minax and Exodus. Since it costs one-third the price of Ultima VII but does not add an equal amount of value to the game, it is recommended for hard-core Ultima fans only.

WALKTHROUGH

INITIAL RUMBLINGS

A party member suggests a visit to Lord British. If the Avatar has not left Trinsic for the first time, Finnegan will also recommend speaking with Lord British when he provides the password. Lord British will tell you about the new isle's history, purpose and location. He'll also provide a ship.

ARRIVAL AT THE ISLAND

The Castle of Fire is south of Vesper at 42° S, 126° E. When you arrive, speak with Erethian. You'll learn about Mondain, Minax, Exodus and his "library."

TRUTH

Enter the dungeon. In the east-west corridor to the west of the "x" room, walk up to the hood and go north at that point, passing through the wall. Find the talisman room and collect the talisman. Take it to the shrine. Gain blessing and learn that the psyche is returning to Exodus.

LOVE

When you encounter Bollux and Adjhar (dead), speak with Bollux about the golem's duties, Adjhar's current condition and books. Get book from Bollux. From the book, you learn about the Stone of Castambre. Search Isle and find the hovel (with other books) and the teleporter to stone and Tree of Life.

With a pick and a bucket, collect blood and raise Adjhar. Use the spell and watch as Bollux sacrifices his own heart. Raise Adjhar. (To put the heart in Adjhar, open his inventory and put the heart in it.) Speak with Adjhar and learn that cutting the Tree will yield a new heart. Use pick to collect a new heart from the Tree of Life and collect more blood. Raise Bollux. Speak with Adjhar and receive the talisman. Teleport to the Shrine of Love. Visit the shrine and gain its boon. You learn there is an imminent danger to Britannia.

COURAGE

Enter the Courage dungeon. You must pick the lock on the first portcullis you encounter; the key for the next portcullis is on the mage you kill. Later, when you come across a drake, go into the room to the left of the drake. Look into the crystal ball there, then get glass sword from chest to right of drake. Drop sword on the ground (as you saw in crystal ball) and key to the door will appear. At double doors, swap locations of the two helmets there to open the doors to the north.

Encounter Dracothraxus the Dragon and defeat him. Learn from the conquered dragon that he has not truly been vanquished. Get the gem from Dracothraxus' mouth. Consult with Erethian. Learn about the Blackrock Sword and the demon in the mirror.

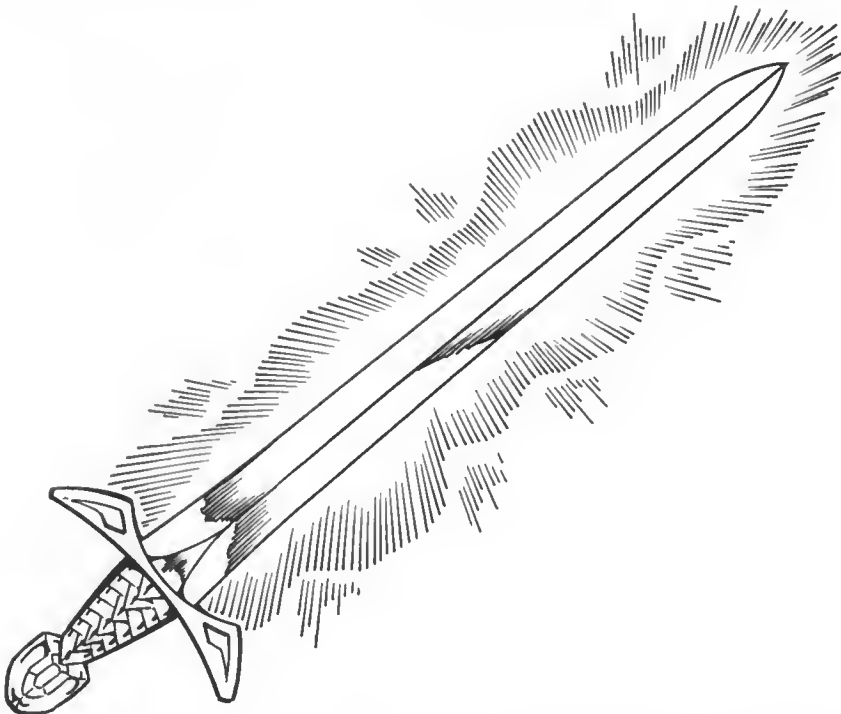
Free the demon by binding it to the gem. Erethian will set you up with a fire pit, anvil, water trough and well. Fill the water trough with three buckets of water before starting. Use the sword on each of these; dropping it on them accomplishes nothing. (Actually, anything you do is sufficient, as long as you get the message: "You have worked the sword as best you can ...") Attach the gem to the sword (with the sword in one hand and the gem in the other, talk to **82m4n** and say **b4n8**). Use the sword to fully slay Dracothraxus. Open the "unopenable" door and collect the Talisman of Courage. Visit the shrine and receive the benediction. You will learn of the need for the Talisman of Infinity.

Ask Erethian about the Talisman of Infinity and you'll learn of the need to find the vortex lenses. Go to Britain and acquire the lenses. Return to Isle of Fire and seek Erethian's assistance. You'll encounter resistance from him when he deduces your plan to destroy the core.

Set the three Talismans of the Principles on top of the core. Place the two lenses beside the core, one on each side. Watch the Talisman of Infinity appear and the core explode. Erethian dies.

TALISMAN OF INFINITY

DESTROYING THE CORE





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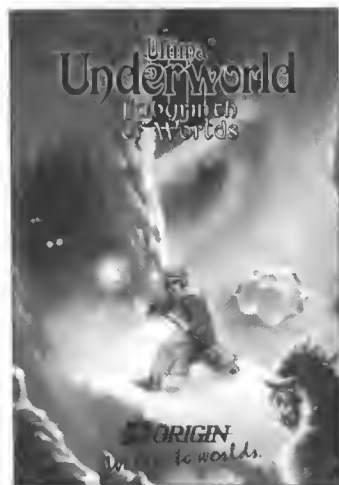
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